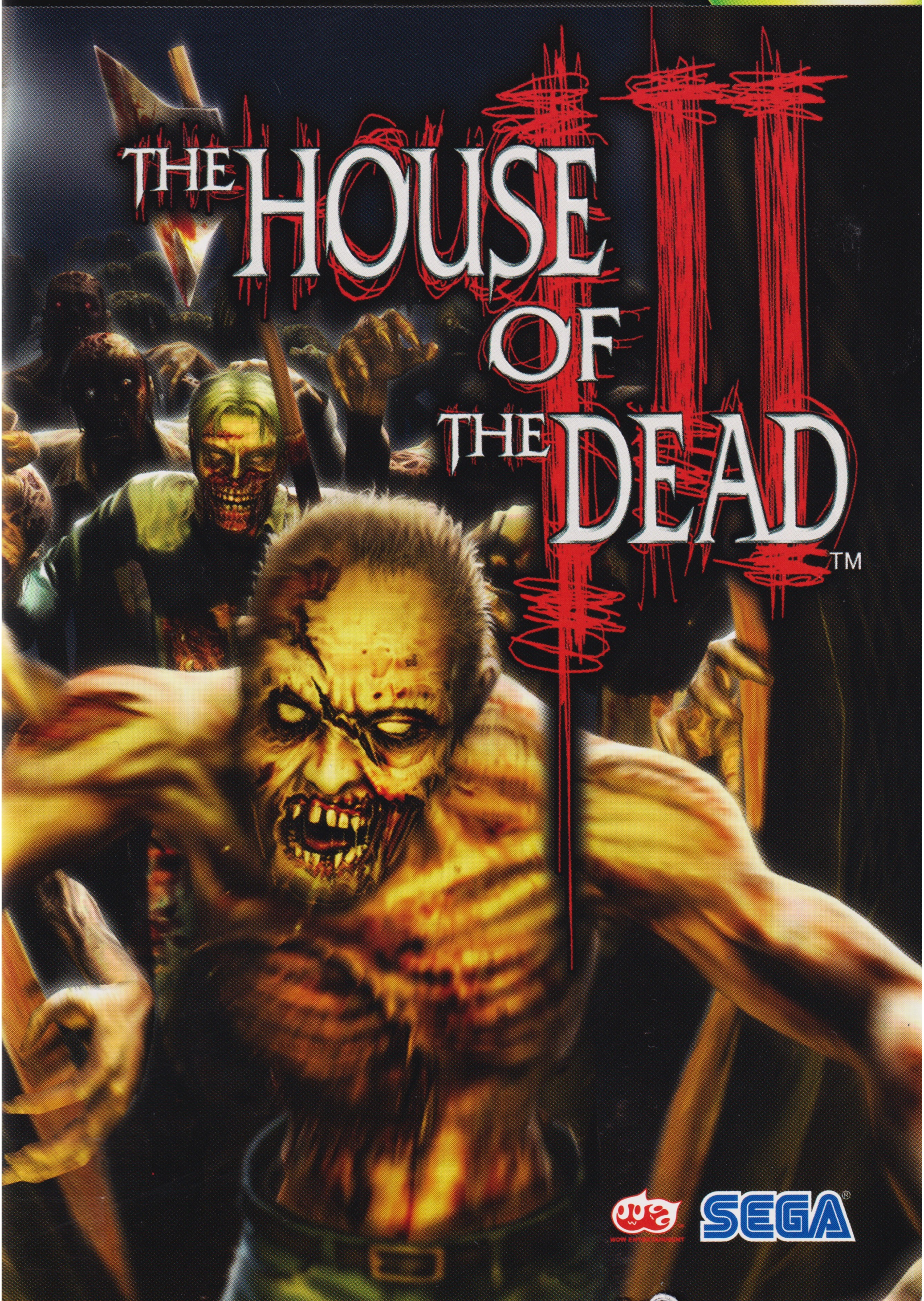
XBOX™

THE HOUSE OF THE DEAD™



SEGA®

SAFETY INFORMATION

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures "while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a Doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms —children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a Doctor before playing.

Other Important Health and Safety Information

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in "to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner 's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contacty our television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

TABLE OF CONTENTS

Thank you for purchasing "The House of The Dead™ III". Please note that this software is designed only for use with the Xbox™ Video Game System. Be sure to read the instruction manual thoroughly before you start playing.

BASIC CONTROLS **4**
LIGHT GUN CONTROLS **5**
LIGHT GUN CALIBRATION **7**
STORY **8**
CHARACTERS **9**
THE GAME SCREEN **12**
GETTING STARTED **13**
SURVIVAL MODE **14**
TIME ATTACK MODE **16**
THE MOVIE **17**
OPTIONS **18**
SAVE/LOAD/ITEMS **21**
MONSTER FILE **22**

THE HOUSE OF THE DEAD™ 2 ..... **24**
STORY 24
THE CHARACTERS 25
BASIC CONTROLS/LIGHT GUN CONTROLS 27
BRANCHING STORY SYSTEM 28
THE GAME SCREEN 29
GETTING STARTED 30
ARCADE MODE 31
ORIGINAL MODE 32
TRAINING MODE 34
BOSS MODE/RANKINGS 35
ITEMS 36
MONSTER FILE 38

DANSK QUICKSTART **40**
SUOMI QUICKSTART **47**
NORSK QUICKSTART **54**
SVENSK QUICKSTART **61**
NEDERLANDS QUICKSTART **68**

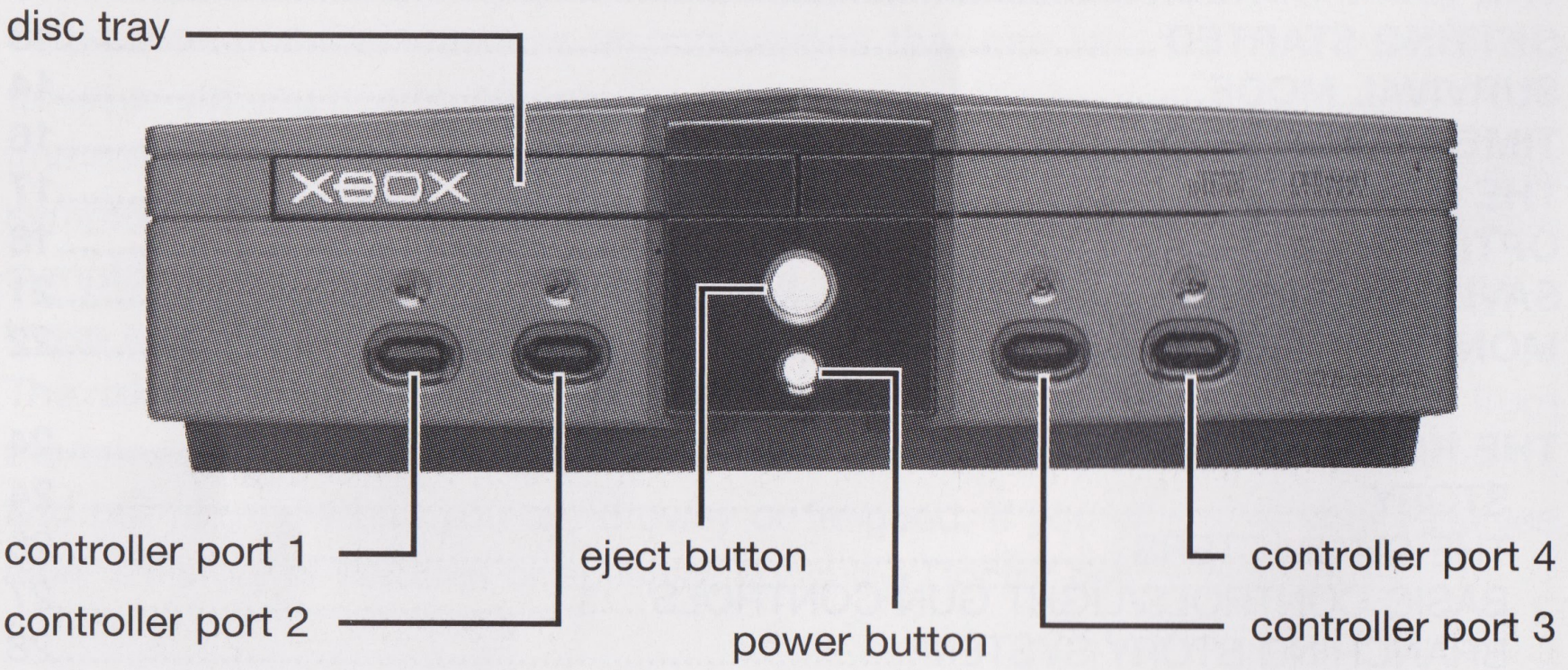
CREDITS 76
LIMITED WARRANTY 76
TECHNICAL SUPPORT 77

SAVING GAMES

This game's backup feature is designed to be used with the hard disk. It is not compatible with the Xbox Memory Unit (MU) (sold separately).

USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the The House of the Dead™ III disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing The House of the Dead™ III.

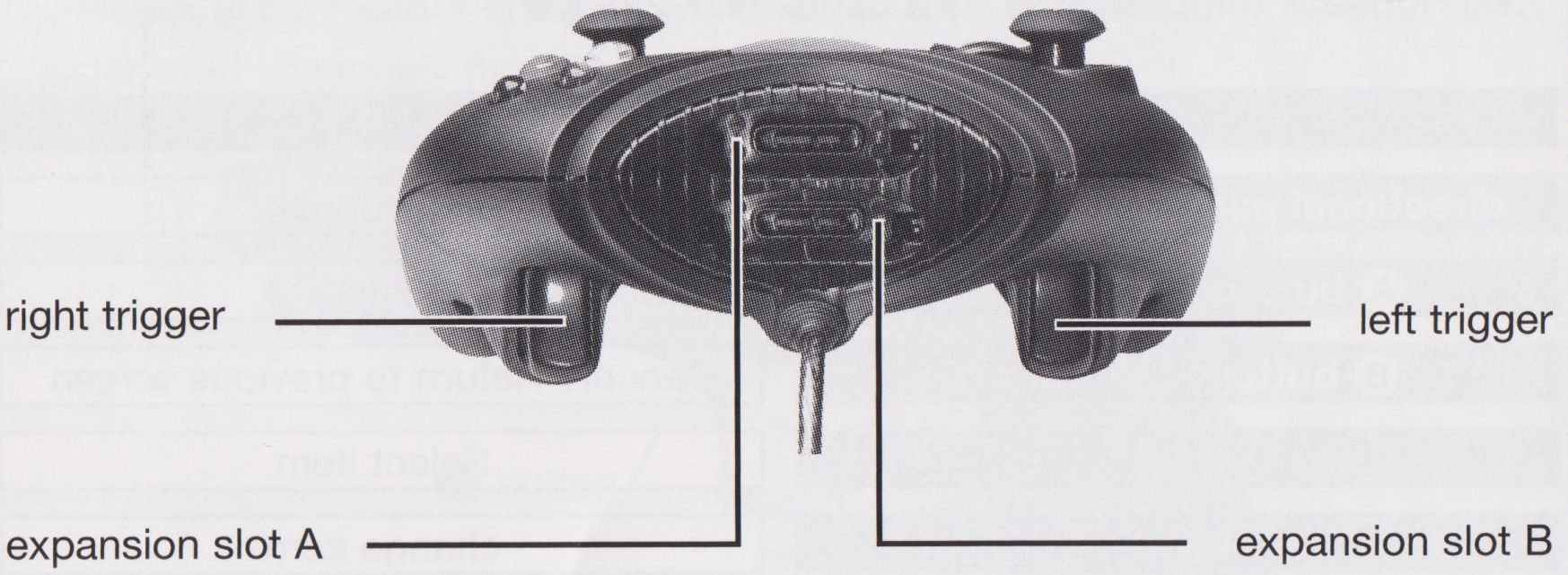


Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any peripherals expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play The House of the Dead™ III.

BASIC CONTROLS

"The House of the Dead™ III" is a game for 1-2 players.

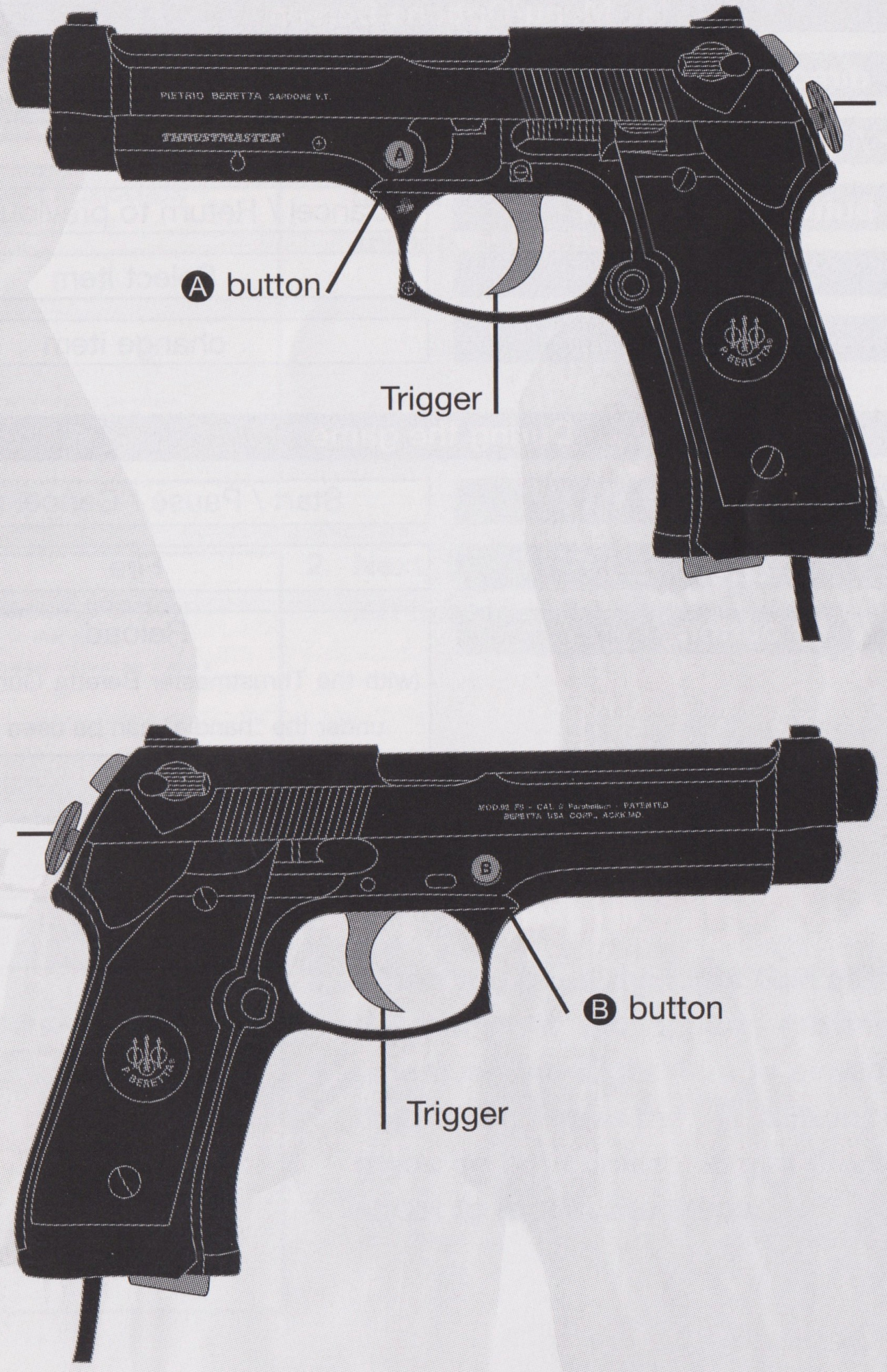
Menu/Options Screen	
directional pad / left thumbstick	Move cursor
Ⓐ button / START button	Select
Ⓑ button / BACK button	Cancel / Return to previous screen
↑/↓	Select item
←/→	change item

During the game	
START button	Start / Pause / Cancel event
directional pad / left thumbstick	Move crosshair
Ⓐ button	Fire
Ⓑ button	Reload
Ⓧ button	Increase speed of crosshair movement
Ⓨ button	Centre crosshair
right trigger	Fire
left trigger	Reload

* When turning the Xbox console on, please do not move the left and right thumbsticks as well as the left and right triggers. The calibration of the position cannot be performed properly and it may cause malfunction.

LIGHT GUN CONTROLS

The House of the Dead™ III is also compatible with a Thrustmaster® Beretta® 92FS (Blaster, sold separately from Thrustmaster).



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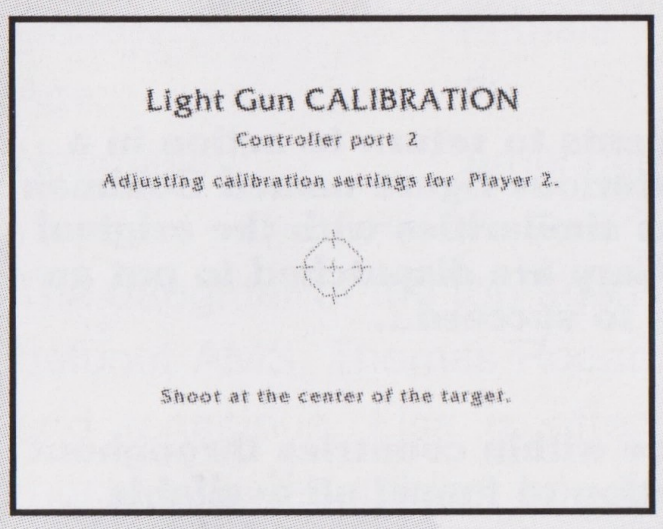
LIGHT GUN CONTROLS

Menu/Options Screen	
directional pad	Move cursor
Trigger / START button/Ⓐ button	Select
Ⓑ button / BACK button	Cancel / Return to previous screen
⬆/⬇	Select item
⬅/➡	change item

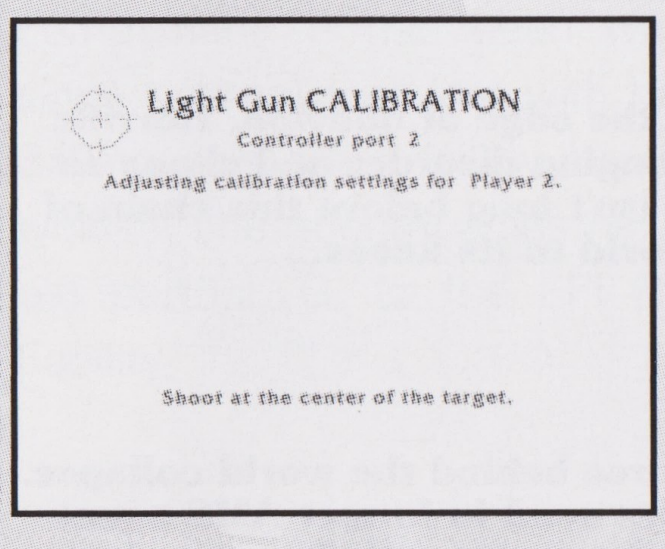
During the game	
START button	Start / Pause / Cancel event
Trigger	Fire
Ⓑ button	Reload (with the Thrustmaster Beretta Gun, the button under the "handle" can be used to reload)

LIGHT GUN CALIBRATION

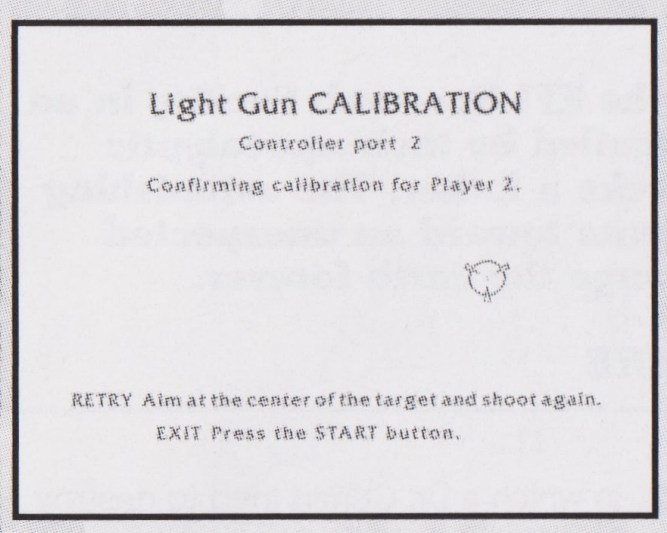
Whenever you connect the Light Gun to a specific controller port for the first time, press the START button on the Light Gun during the Title Screen to enter the Light Gun Calibration Screen. This screen can also be accessed from the Light Gun Settings Menu in Options.



1. Point the Light Gun at your TV screen. A target will be displayed at the centre of the screen. Aim and shoot at it.



2. Next, the target will be displayed at the top left corner of the screen. Aim and shoot at it.


Light Gun CALIBRATION
Controller port 2
Confirming calibration for Player 2.
RETRY Aim at the center of the target and shoot again.
EXIT Press the START button.

3. When you point the Light Gun at the screen, the gunsight will appear, moving towards wherever the Light Gun is aimed at within the screen. Press the START button to confirm. If you do not confirm, aim at the screen and shoot to repeat the steps.

* If possible, shoot directly in front of the screen rather than diagonally.
* When calibrating, do so at close range. Attempting to calibrate the Light Gun from a distance may result in operation problems.

STORY

December 1998

The Curien Mansion incident...no one could imagine the true horrors contained within the original "House of the Dead."
Motivated by madness, Dr. Curien nearly succeeded in bringing chaos to the world. But in the end, it was Dr. Curien himself who lost his life at the hands of his own scientific masterpiece: "Type00 Magician."
This incident was brought to a close through the diligent work of AMS agents Thomas Rogan and G.

February 2002

Strange events and violent rioting compel AMS agents to return to action in a town of terrorized citizens. Amidst the chaos, a mysterious figure named Goldman steps forward to take responsibility. Due to obvious similarities with the original "House of the Dead" case, AMS agents James and Gary are dispatched to put an end to the madness, and they seem to succeed...

One day in 2002

Breaking news: "Bizarre occurrences are taking place within countries throughout the world. The national government is taking action to funnel all available resources to the task of discovering the cause of these occurrences and the origin of the evil creatures..."

2003

Plummeting toward collapse, the world teeters on the edge of oblivion. Horrific phenomenons are now taking place everywhere bringing disorder and chaos as paranoid citizens fight for the means to survive. It isn't long before this chain of events has succeeded in bringing the world to its knees...

Sixteen years later...

October 2019

Survivors identify the EFI Research Facility as the force behind the world collapse. Recognizing the urgency of the situation, authorities send in former AMS agent Thomas Rogan. But mere moments into the mission, contact with Rogan is lost.

October 31, 2019

Desperate for answers, G and Lisa Rogan arrive at the EFI Research Facility in an effort to locate Thomas Rogan and his team. Beguiled by their apocalyptic surroundings, one seeks a friend while the other seeks a father. The astonishing facts, previously concealed, now propel both agents toward an unexpected confrontation, and a conclusion that will change the earth forever.

TRUE HORROR LIES HERE

The incident at Curien mansion:
A three-day incident in 1998, from December 18th through the 20th, in which a Dr. Curien tried to destroy human civilization. Dr. Curien's plan was stopped by two AMS agents, Rogan and G, but because the government had a hand in the incident, the public was never told what happened ...
AMS:
A government organization commonly known as AMS. Responsible for criminal investigations and intelligence collection around the world. Internally, the organization is split into domestic and foreign divisions. AMS was disbanded when the government disappeared following the world collapse of 2003.
EFI Research Facility:
A private research facility backed by a figure close to a major financial conglomerate. The research activities of the facility are not known. From what has been released publicly, it appears that they work in fields on the cutting edge of genetic research, including the human genome catalog, the gap between life and death, gene transplantation, and acquired RNA existence systems.

CHARACTERS

Lisa Rogan

Height:	5’ 8” (172 cm)
Weight:	110 lbs (50 kg)
Gender:	Female
Age:	20
Nationality:	American

The daughter of the top agent of the now-defunct AMS, Thomas Rogan. Motivated and tenacious, Lisa is often told how much she resembles her father. She does not seem to take this as a compliment. It has been two weeks since contact was lost with her father. Saying she must follow her mother’s wishes, she accompanies her father’s old partner, G, to the EFI Research Facility.

CHARACTERS

G

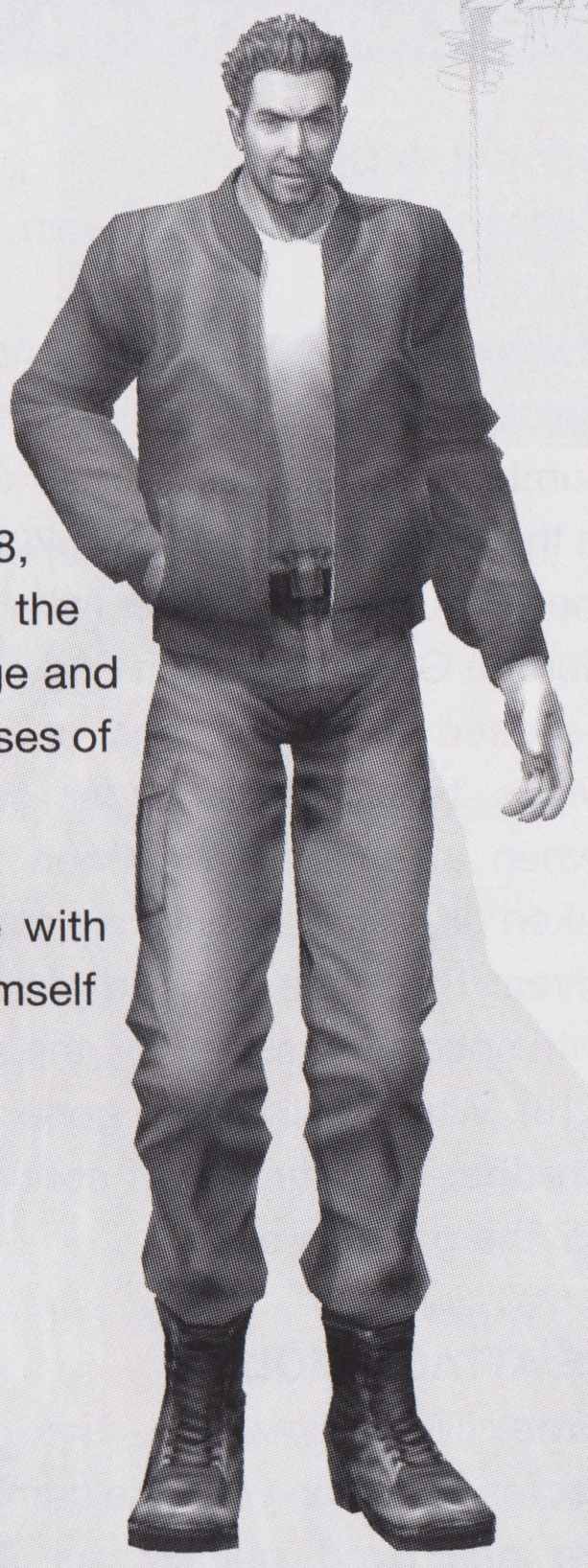
Height: 6’ (183 cm)
Weight: 170 lbs (77 kg)
Gender: Male
Age: Unknown (believed to be around 50)
Nationality: Unknown

Thomas Rogan’s old partner. G used to be exceptionally cold and calculating and would use any means necessary to complete his missions. Since the incident at Curien mansion, however, his perspective has changed dramatically.

With the world collapse of 2003, his former employer AMS disbanded, but G has continued his quest for answers under the assumption that the collapse had something to do with his previous assignments.

CHARACTERS

Thomas Rogan

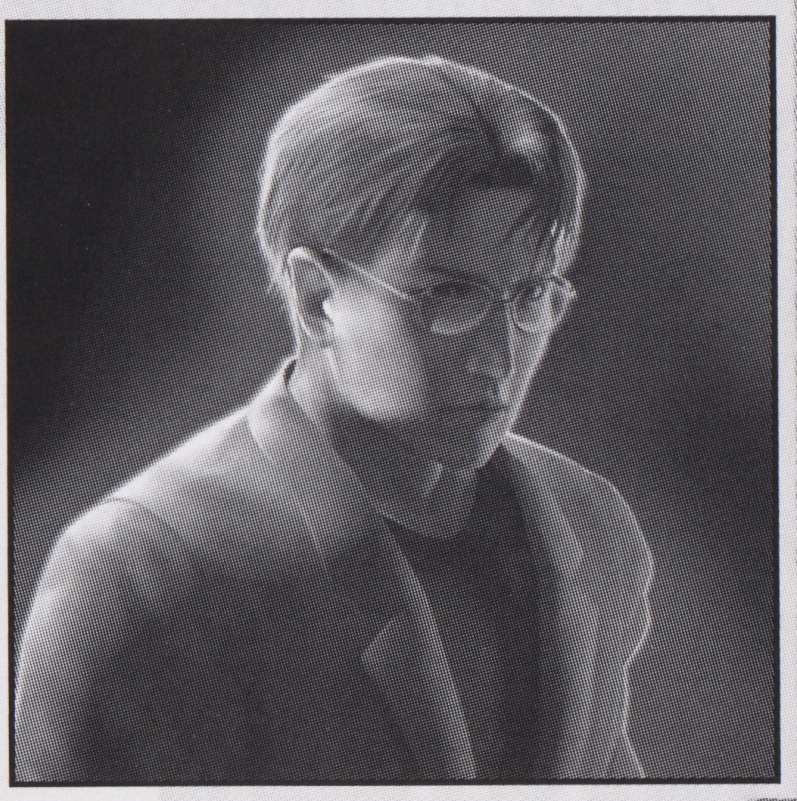


Height: 6' 1-1/2" (187 cm)
Weight: 185 lbs (84 kg)
Gender: Male
Age: 52
Nationality: American

The hero of the Curien mansion incident of 1998, Rogan is also Lisa's father. Rogan's career after the incident continued to be marked with his courage and excellent judgment, and he, too, pursued the causes of the world collapse.

But now he has lost many comrades in battle with unknown creatures, and contact with Rogan himself has been lost...

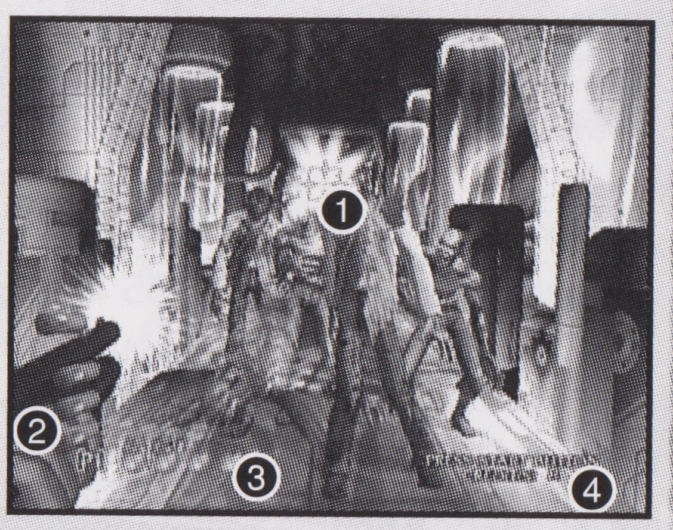
Daniel



A character enshrouded in mystery. Believed to know many important things about the activities of the EFI Research Facility.

THE GAME SCREEN

REGULAR SCREEN



SURVIVAL MODE

1. **Crosshair:** Displayed when the controller is being used.
2. **Remaining shells:** The number of shells left. Reloading refills the gun with the maximum number of shells. There are two types of reload in the game – the manual reload performed with the Ⓑ button/left trigger (with the Thrustmaster Beretta Gun, the button under the "handle" can be used to reload) and an automatic reload which takes place under certain conditions (when all shells have been fired, damage is taken or a story scene begins).
3. **Lives:** These are reduced when you take damage from monsters. Lives increase with special items and on the successful completion of "teamwork events" (see P.13). When all lives are gone, the Continue Screen will be displayed.
4. **Credits:** The number of continues available. When all credits have been used up, the game is over.

TIME ATTACK MODE

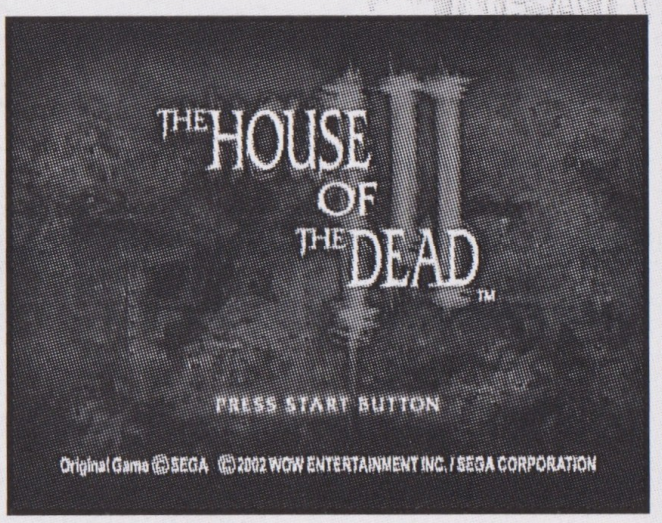
5. **Time:** Time remaining. The game ends when the time reaches zero. Time decreases when you take damage from monsters and increases when creatures are destroyed quickly, as items are acquired, and after the successful completion of "teamwork events" (see P.15).

BOSS SCREEN

6. **Boss Life Gauge:** Decreases when the boss takes damage. When the upper gauge reaches zero, the Chapter is cleared. The lower gauge falls when specific targets are hit, and once the lower gauge reaches zero, the boss's attack can be stopped if you drain his health before the next attack.

GETTING STARTED

Press the START button on the Title Screen to bring up the Menu Screen. Use ⬆/⬇ to choose a mode and press the A button or START button to enter. Press the START button of an additional controller during gameplay to enter 2-player mode.



SURVIVAL MODE

The main mode of the game. Clear all Chapters without using up your lives.

TIME ATTACK

For 1 player only. You race against time to clear levels with only one credit.

THE MOVIE

A preview of the motion picture "The House of the Dead."

OPTIONS

Configure various game settings as well as individual settings for "The House of the Dead™ III" and "The House of the Dead™ 2."

SAVE/LOAD

Save/load game data.

THE HOUSE OF THE DEAD 2

This mode lets you play the previously released "The House of the Dead™ 2."

To play "The House of the Dead™ 2" you must successfully complete "The House of the Dead™ III" in either SURVIVAL MODE or TIME ATTACK MODE.

SURVIVAL MODE

The main mode of the game. Clear all Chapters without using up your lives. Lives decrease when attacked by monsters and increase when life bonuses and first aid kits are picked up or events are successfully completed.

STARTING THE GAME

Select Survival Mode from the Menu Screen and press the Ⓐ button or START button. The game will begin after the opening sequence.

CONTINUE/GAME OVER

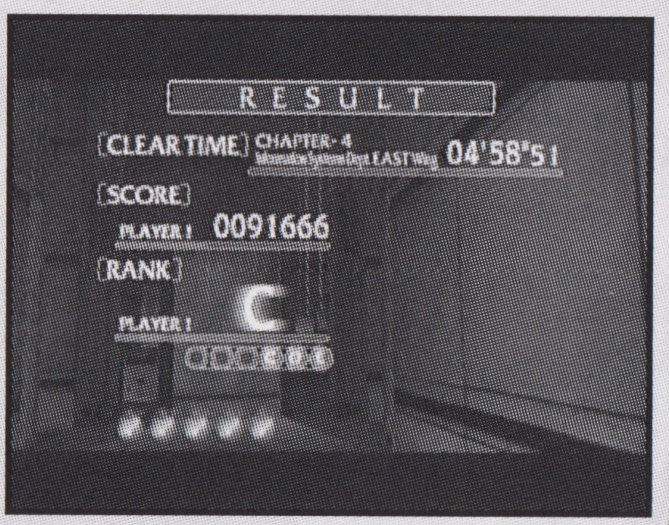
When all your lives are gone, the Continue Screen will appear. The game may be continued by pressing the START button at this screen before the count reaches zero. But remember, when the credits run out, the game is truly over!

* In 2-player mode, credits are shared between the two players.

RESULTS SCREEN

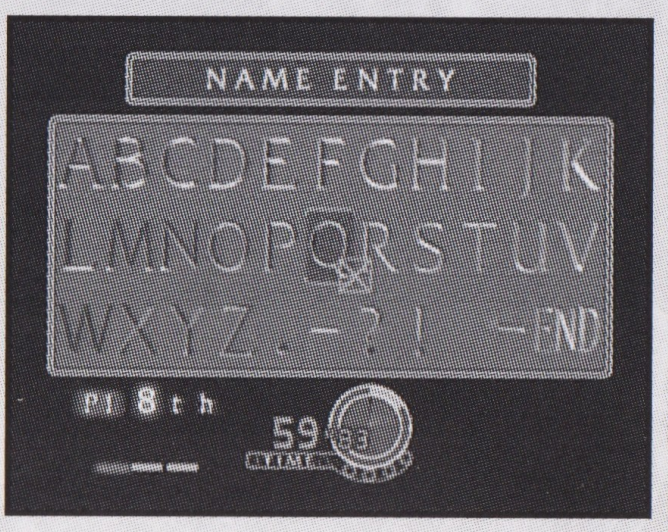
Between Chapters a Results Screen is shown, indicating your rank for each Chapter. Life bonuses are awarded for a high ranking. When all Chapters have been cleared, your overall rank will be shown.

CLEAR TIME Time taken to clear the stage
SCORE Total score
RANK Rank for the stage



HI-SCORE NAME ENTRY

The Name Entry Screen is displayed if you clear all Chapters with your score in the top ten. Enter three letters for your name before the count reaches zero. Select "7" to return to the previous letter. Select END to register your name.



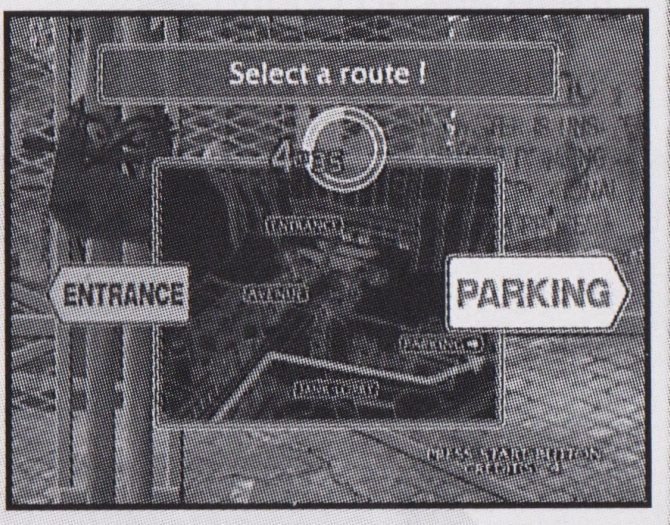
SURVIVAL MODE

PAUSE

Press the START button during game play to display the Pause Screen. Use ⬆/⬇ to select an option and the Ⓐ button or START button to enter.

CONTINUE	Return to the game
RETURN TO MAIN MENU	Abort the game and return to the Main Menu.

BRANCHING STORY SYSTEM

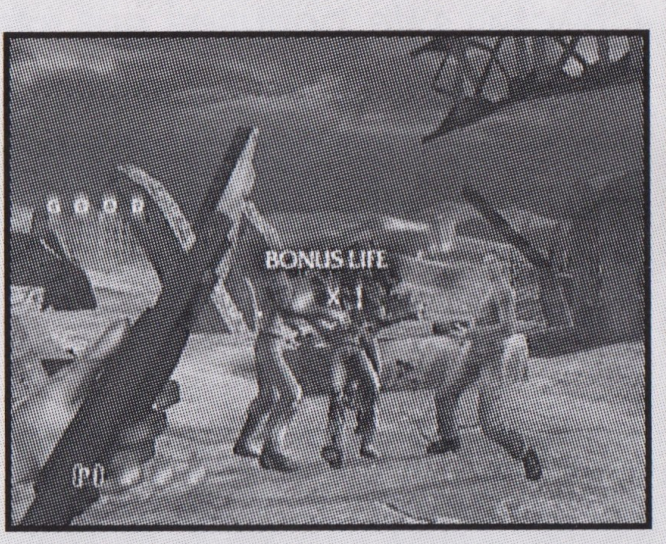


The course of the game is affected by the actions taken by the player. The story changes based on the course chosen. Discover the whole story by playing through all possible paths!

When using the controller, select with ⬅/➡ and press the Ⓐ button or START button to select.

* When using a light gun, use the directional pad on the gun to select the path and pull the trigger to confirm your selection.

TEAMWORK EVENTS



Defeat the monster with the DANGER mark to effect a successful rescue.

In the course of the game, players working side by side will sometimes find themselves in dangerous situations. In such cases, it is up to the remaining player to defeat the enemy before their partner is attacked. Rescuing your partner will result in a bonus. (In Survival Mode this bonus is a life increase and in Time Attack Mode a time increase.)

* Even if the player in trouble is attacked before they can be rescued, they will not die, nor will their current time be reduced.

TIME ATTACK MODE

In TIME ATTACK MODE, you must get as far as possible within the time allotted. Taking damage from monsters decreases the time remaining while defeating monsters and successfully completing teamwork events increases it. Make the most of time bonuses and work quickly!

TIME ATTACK MODE RULES

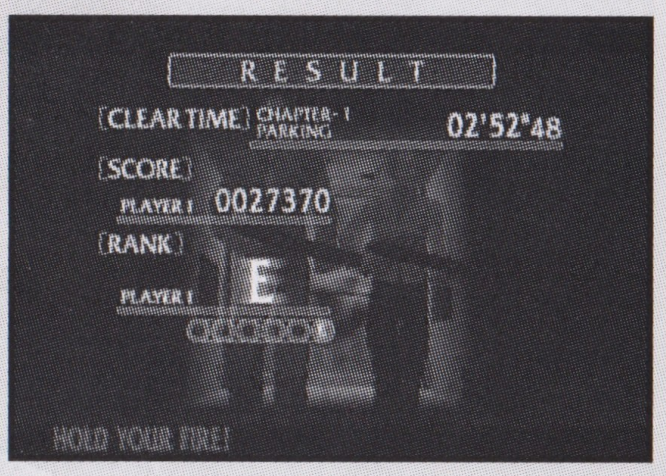
* Only one credit is provided and there are no continues.
* Difficulty level is NORMAL.
* This mode is for 1 player only.
* Initial starting time is 30 seconds.

A TIME INCREASE IS AWARDED FOR:

* Defeating a monster
* Obtaining an item (clock)
* Completing a teamwork event
* Receive additional time when receiving a "high rank" on the results screen at the end of the chapter

RESULTS SCREEN

Between Chapters a Results Screen is shown, indicating your rank for each Chapter. Life bonuses are awarded when you achieve a high ranking. When all Chapters have been cleared, your overall rank will be shown.



TOTAL TIME PLAYED

Total time played

RANK

Rank for each Chapter

SCORE

Final score

TIME LEFT

Time remaining when the game was completed.

TOTAL RANK

Final overall rank

DR. CURIEN'S ANALYSIS

Dr. Curien's comments on your playing style and an analysis of your game data.

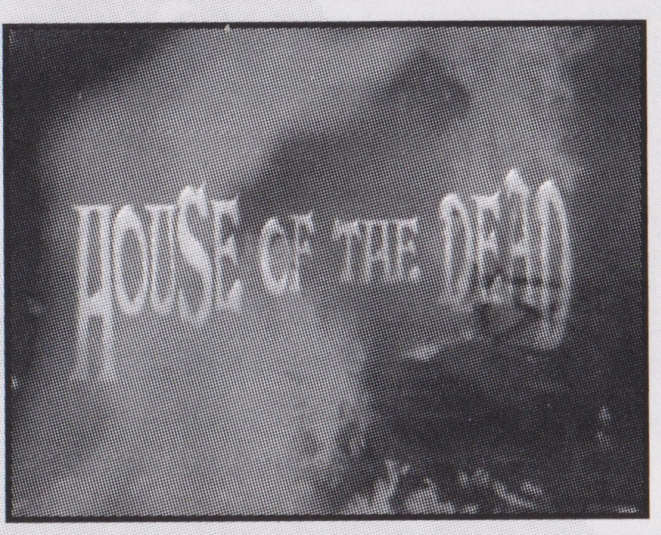
TIME ATTACK MODE

HI-SCORE NAME ENTRY

The Name Entry Screen is displayed if you clear all Chapters with your score in the top ten. Enter three letters for your name before the count reaches zero. Select "7" to return to the previous letter. Select END to register your name.

THE MOVIE

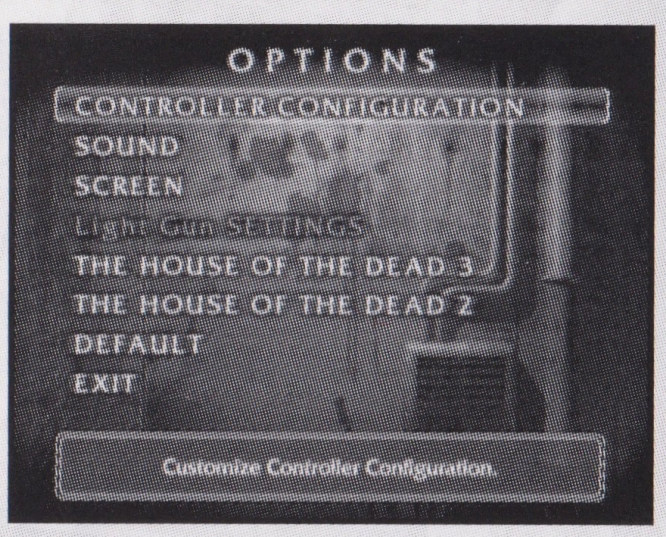
This special feature shows a preview of the motion picture "The House of the Dead." Select Movie from the Menu Screen and press the A button or START button to watch the movie.



When the movie has finished, the Menu Screen will be displayed. During the movie, press the A button/START button to quit the movie and return to the Menu Screen.

OPTIONS

Alter game options and change options for "The House of the Dead™ III" and "The House of the Dead™ 2." Use ⬆/⬇ to select an item and press the Ⓐ button or START button to bring up the item's Settings Screen.



CONTROLLER CONFIGURATION

Change controller button assignments.

SOUND

Adjust sound volume.

SCREEN

Adjust position and brightness of the game screen.

Light Gun SETTINGS

Calibrate the gun controller.

THE HOUSE OF THE DEAD 3

Change game settings for "The House of the Dead™ III."

THE HOUSE OF THE DEAD 2

Change game settings for "The House of the Dead™ 2."

DEFAULT

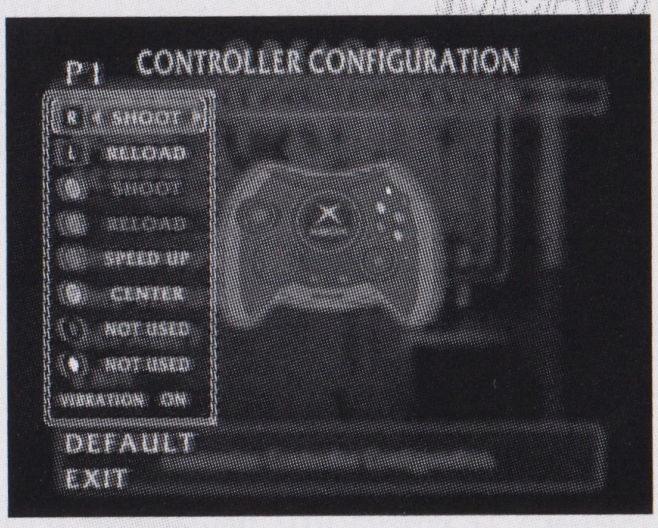
Restore all settings to their original values.

EXIT

Complete changes and return to the Main Menu Screen.

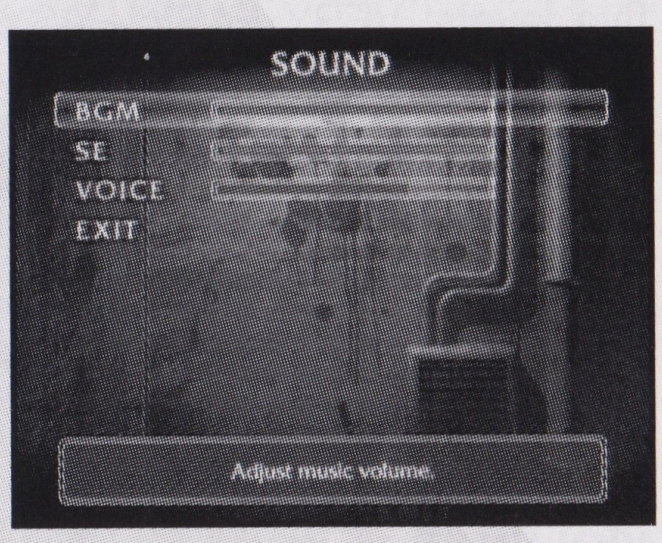
OPTIONS

CONTROLLER CONFIGURATION



Set controller button assignments. Select the button with ⬆/⬇ and use ⬅/➡ to set the new function. The vibration function may be turned on/off from this screen.
Select EXIT to return to the Menu Screen.

SOUND

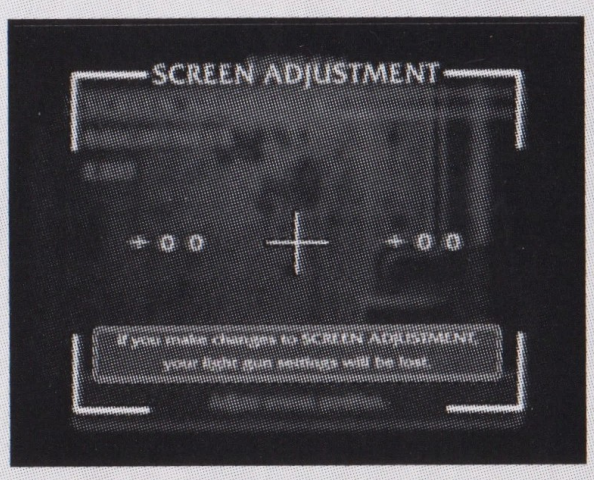


Adjust volume settings for music, effects, and dialog. Select the item to be changed with ⬆/⬇ and adjust the volume with ⬅/➡. Select EXIT to return to the Menu Screen.

SCREEN

Adjust various screen settings. Select the setting to be changed with ⬆/⬇, and enter with the Ⓐ button or START button.

SCREEN ADJUSTMENT



Adjust the position of the screen. Move the frame ⬆/⬇/⬅/➡ as appropriate so that it occupies the entire screen. Press the Ⓑ button or START button to return to the Screen Adjustment Menu.

BRIGHTNESS

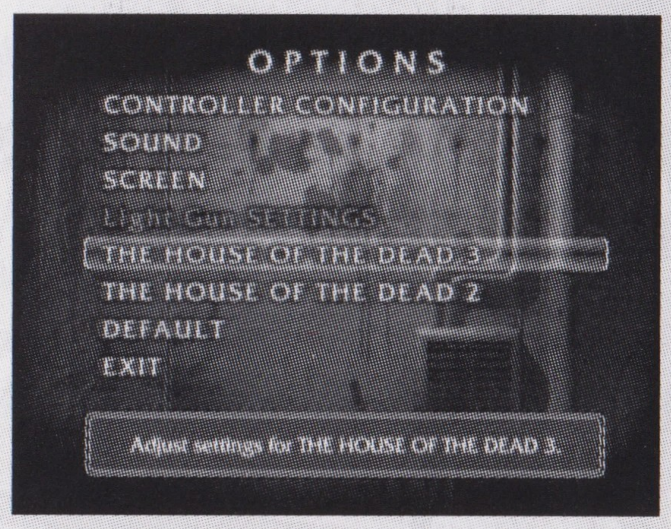
Adjust the brightness of the screen. Follow the on-screen instructions and adjust the brightness level of your monitor. Press the Ⓑ button to return to the Screen Adjustment Menu.

EXIT

Return to the Menu Screen.

OPTIONS

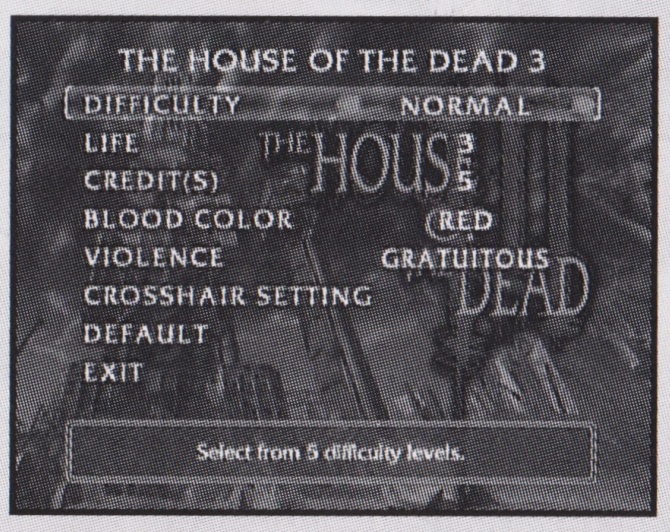
THE HOUSE OF THE DEAD 3
THE HOUSE OF THE DEAD 2



Adjust the settings for both games. Select the setting to be changed with ⬆/⬇, and adjust using ⬅/➡.

DIFFICULTY

Select a difficulty level for the game from one of five levels: VERY EASY, EASY, NORMAL, HARD, and VERY HARD (Survival Mode only).



LIFE

Set the number of initial lives (Survival Mode only).

CREDIT(S)

Set the number of credits (Survival Mode only).

BLOOD COLOR

Set the colour of monster blood.

VIOLENCE

Set the level of violence.

CROSSHAIR SETTING

Adjust the crosshair setting.

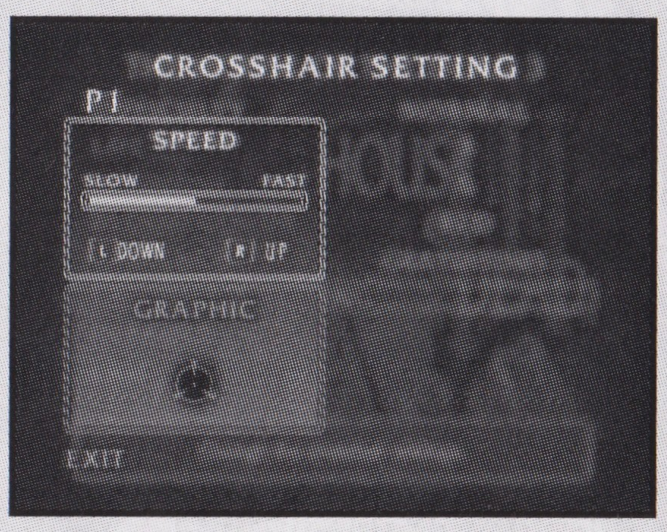
DEFAULT

Restore all settings to their default values.

EXIT

Complete changes and return to the Main Menu.

CROSSHAIR SETTING



The crosshair may be calibrated while the controller is being used. Select the setting to be altered using ⬆/⬇ and enter the selection with the Ⓐ button or START button.

SPEED

Change the setting with the left trigger/right trigger. Use ⬆/⬇/⬅/➡ to move the crosshair and check the speed.

GRAPHIC

Use ⬅/➡ to select a graphic to use as the crosshair.

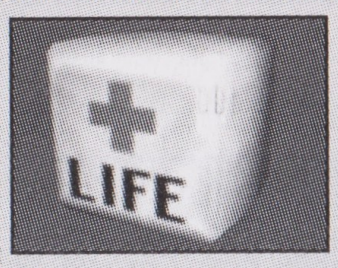
SAVE/LOAD

Save/load game data. Choose SAVE or LOAD, select YES to confirm or NO to cancel, and press the Ⓐ button or START button to enter the selection. This game is designed for use with the hard disk. At least 9 free blocks are necessary to save game settings.

ITEMS

Oil drums and cardboard boxes that appear in the game sometimes contain hidden items.

First aid kit



Increase the number of lives by one. (Survival Mode)

Clock

Increases the time remaining. (time Attack Mode)

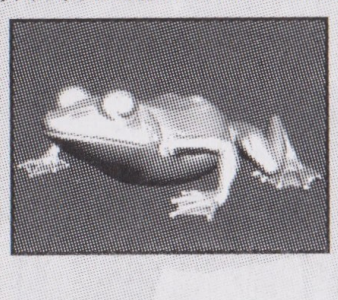
Gold coin

300 bonus points per coin.

Crystal Coin

Bonus points which increase with each consecutive hit. (1 coin = 100pts. Up to a maximum of 1500 pts can be obtained with consecutive hits.)

Golden Frog

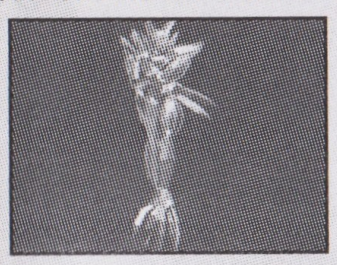


1000 bonus points.

Twisted Coin

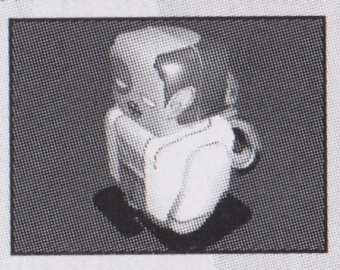
200 bonus points per coin.

Mini Magician



2000 bonus points.

Mecha Zombie



3000 bonus points.

MONSTER FILE

Mark II

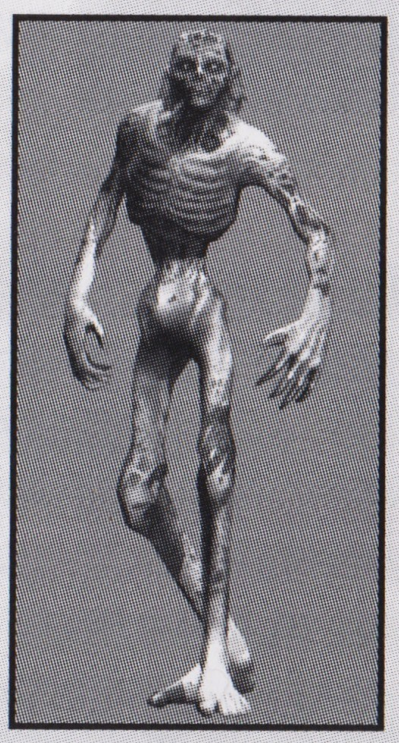
This extremely adaptable zombie was manufactured in great quantities. Mark II wanders about in groups searching for flesh, savagely attacking whatever he finds.

Frederic

Frederic is believed to have been created from a former researcher in the building. His rapid attacks leave little time to react.

Kageo

A mummified zombie. Kageo is weak and slow, but in groups he is dangerous. His body is fragile. Of his appearance, only the shape of his upper body is known.



Rogan Commandos

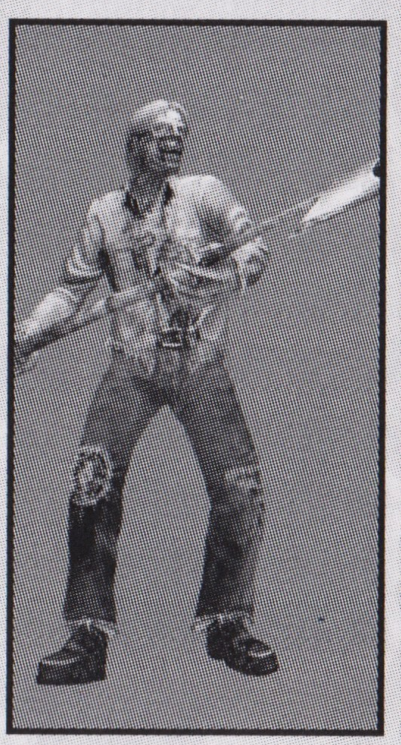
The elite soldiers who stormed the building and tried to seize control. They remain trapped in a state between life and death, but they retain the superior fighting abilities they once honed through strict training.

Julie

The remains of a former building employee. Julie will stubbornly pursue anything that comes her way and attack by flailing her numbed arms.

Morris

Carries a long-handled axe. Staggering under the weight of the axe, he may look like he can't handle such a weapon - but be careful: he puts his back into his fearsome attack.



MONSTER FILE

Charles

Charles is twice the size of a normal zombie. His thick layers of fat conceal his toughness. His strength puts him in a league of his own, and he'll keep coming at you even with holes blown through his stomach.

Azteca

Azteca drags along an enormous steel frame and has exceptional power - he wields a metal chain in one hand as though it were as light as straw. His weak point is his somewhat slow movement.

Raymond

Raymond uses his chainsaw saws to cut through anything that stands in his way. He grinds the blade against metal more for a flashy display than to keep the saw sharp.

Cain

Cain is the result of an experiment to create zombies fused with vegetable matter. He is as tough as an oak and his whip slices through the air with an audible crack to inflict more pain than poison ivy.

STORY

18th December, 1998 - The incident at Curien Mansion
That chilling episode was only a hint of the nightmare to come.

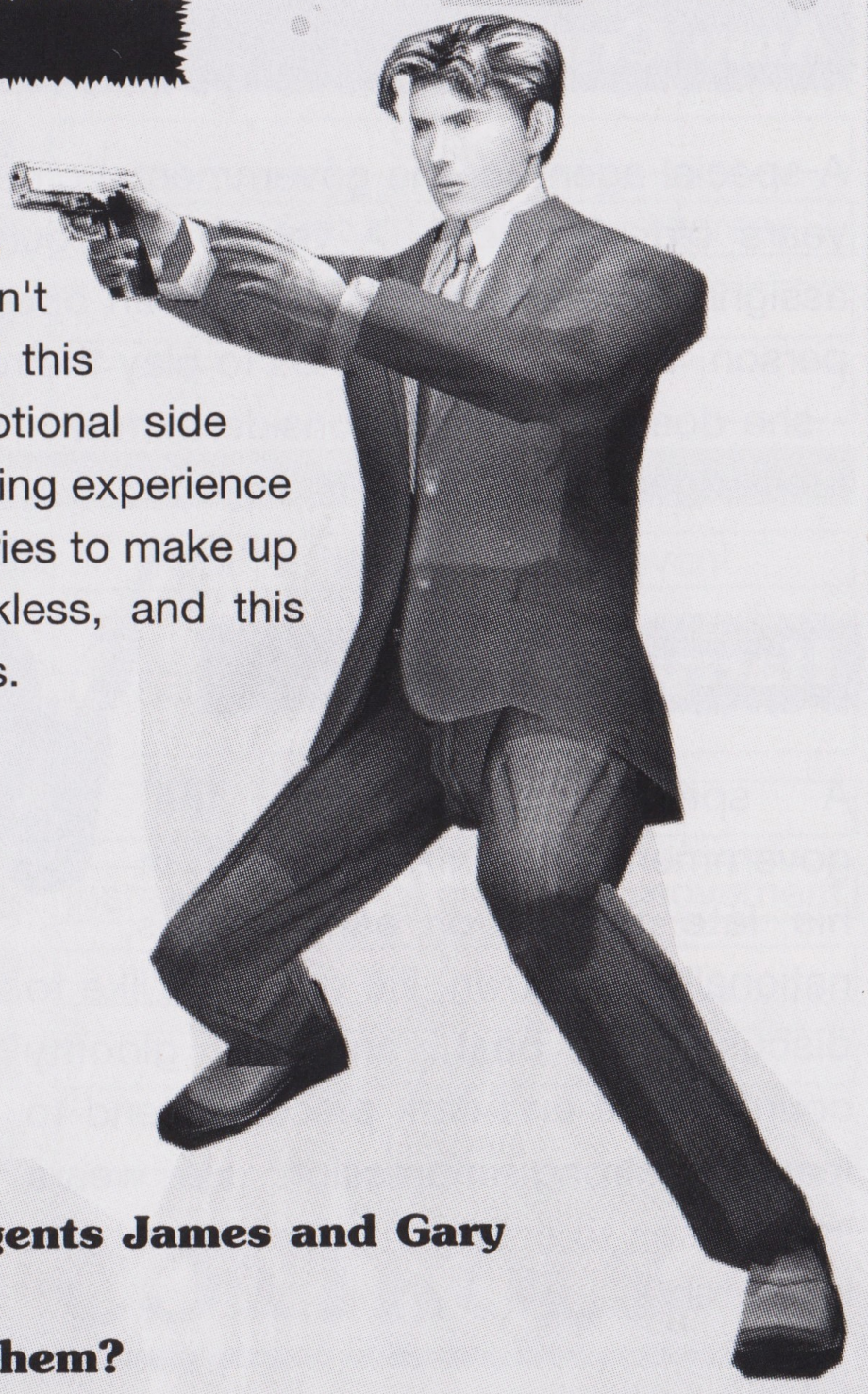
26th February, 2000
The world is thrown into chaos
The prelude...
A new plot unfolds in a medieval town.
Ever-expanding conspiracies and horrors...

James Taylor

A special agent for the governmental organization AMS. 35 years old, American. He is always cool and rational, never relying on intuition or guesswork. He accepts facts as they are and deals with them accordingly, almost like a computer. For that reason, he is often assigned to the difficult or seemingly inexplicable cases.

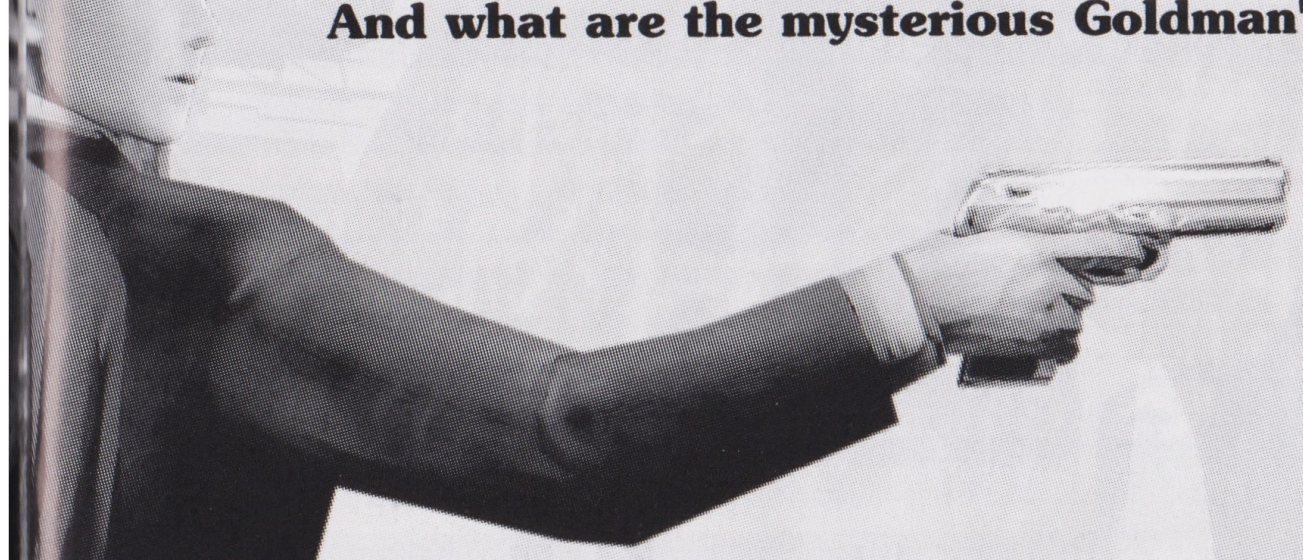
CHARACTERS

Gary Stewart



A special agent for the governmental organization AMS. 24 years old, American. A kind young man, he doesn't yet know the contradictory nature of this world. He has a passionate and emotional side that comes out in every situation. Lacking experience - he joined AMS only a year ago - he tries to make up for it with initiative. He can be reckless, and this sometimes causes problems for James.

Side by side, AMS Special Agents James and Gary are ready for action.
But what lies in store for them?
And what are the mysterious Goldman's real intentions?

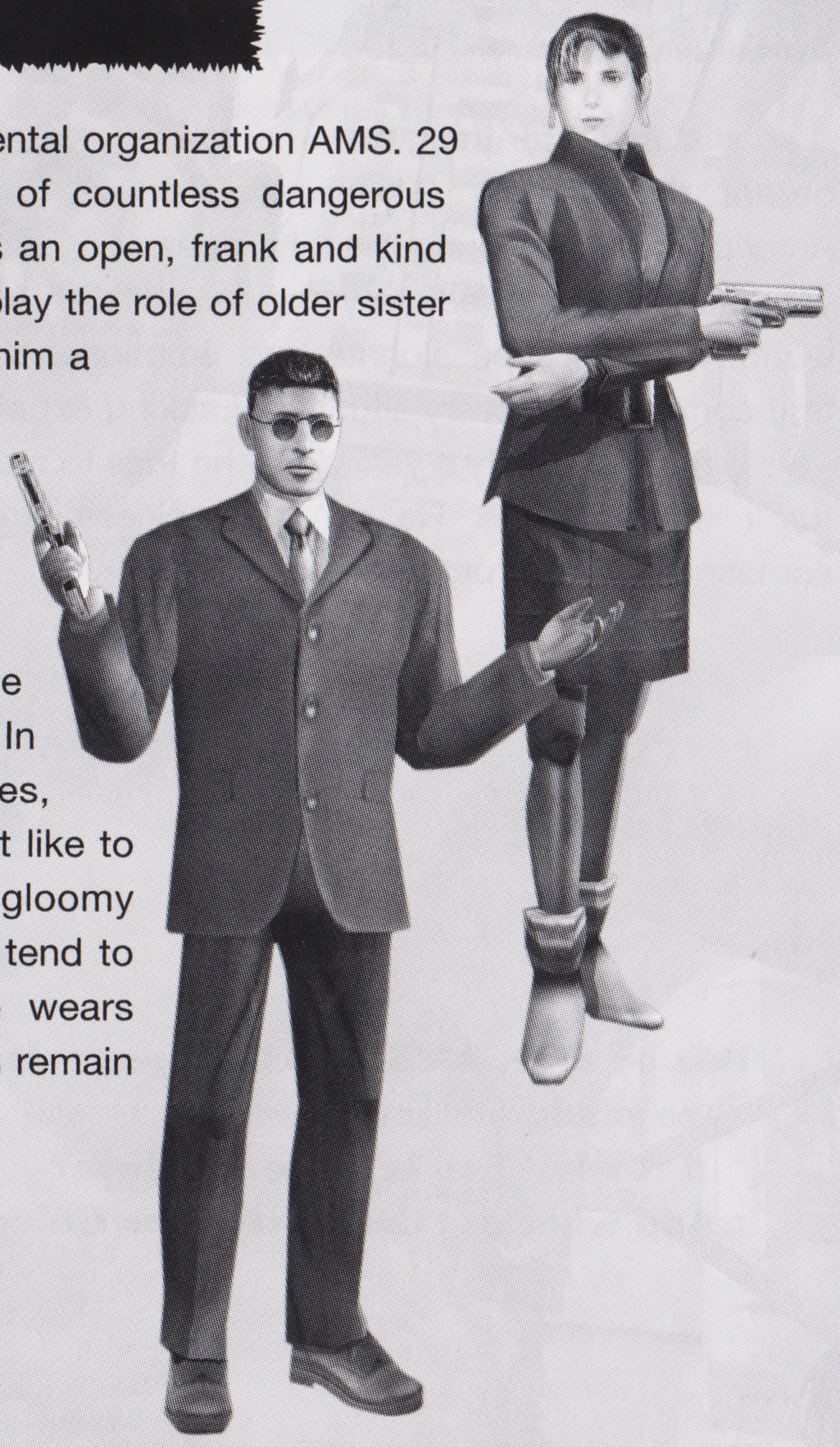


*** The incident at Curien Mansion took place over three days; December 18th to December 20th, 1998. It was an event orchestrated by Dr. Curien in an attempt to destroy mankind. Dr. Curien's plan was thwarted by two AMS agents, Rogan and G, but because of the government's significant role in the incident, the public was never told exactly what happened there...**

CHARACTERS

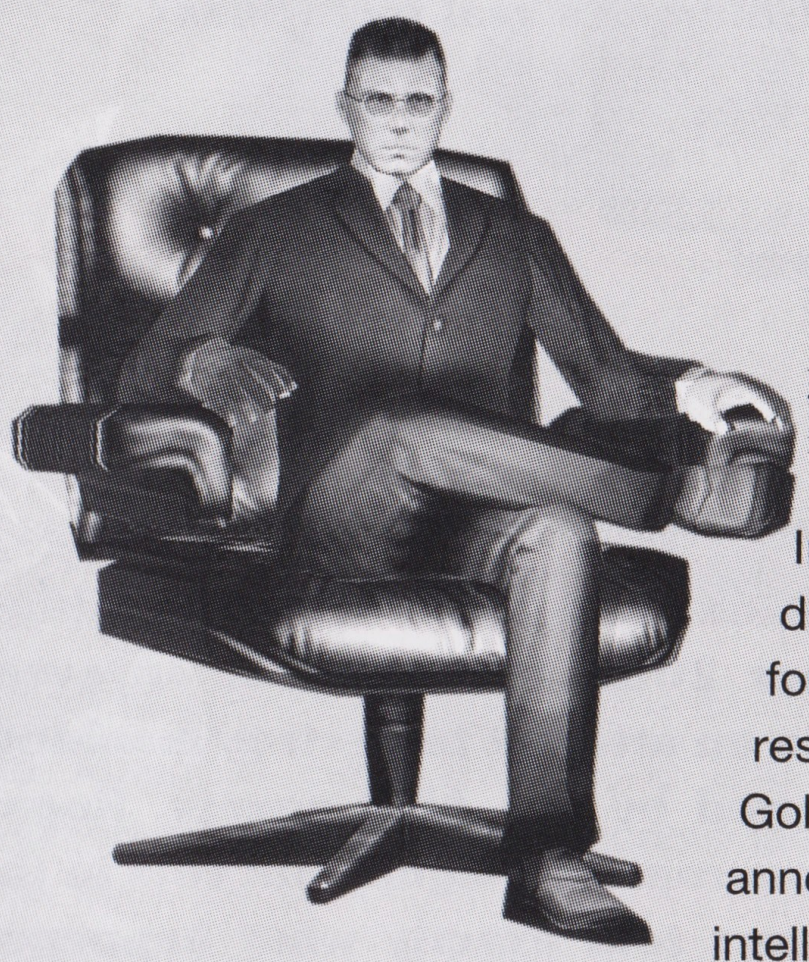
Amy Crystal

A special agent for the governmental organization AMS. 29 years old, American. A veteran of countless dangerous assignments, she is nevertheless an open, frank and kind person. With Gary she tends to play the role of older sister - she doesn't seem to consider him a full-fledged agent yet.



Harry Harris

A special agent for the governmental organization AMS. In his late thirties or early forties, nationality unknown. He does not like to discuss the past, and his gloomy countenance and dark presence tend to leave a strong impression. He wears sunglasses to ensure his feelings remain inscrutable.



Goldman

In his late forties. The head of a distinguished financial group, he uses his fortune for human genome research. The results of that research are relayed to Goldman as necessary, but have never been announced to the public. He has a cool and intellectual demeanour, but deep down he worries about the future of man and nature.

BASIC CONTROLS

Menu/Options Screen

directional pad / left thumbstick	Move cursor
Ⓐ button / START button	Select
Ⓑ button / BACK button	Cancel / Return to previous screen
↑/↓	Select item
←/→	change item

During the game

START button	Start / Pause / Cancel event
directional pad / left thumbstick	Move crosshair
Ⓐ button	Fire
Ⓑ button	Reload
Ⓧ button	Increase speed of crosshair movement
Ⓨ button	Centre crosshair
right trigger	Fire
left trigger	Reload

LIGHT GUN CONTROLS

Menu/Options Screen

directional pad	Move cursor
Trigger / START button / Ⓐ button	Select
Ⓑ button / BACK button	Cancel / Return to previous screen
↑/↓	Select item
←/→	change item

During the game

START button	Start / Pause / Cancel event
Trigger	Fire / Cancel event
Trigger(shoot off screen)	Reload
Ⓑ button	Reload (with the Thrustmaster Beretta Gun, the button under the "handle" can be used to reload)

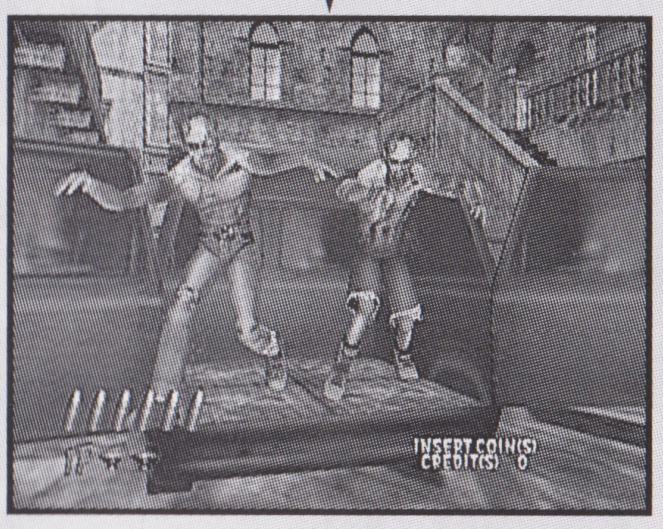
BRANCHING STORY SYSTEM

This game uses a "branching story system" in which the course of events is affected by the actions taken by the player. Consequently, even the most veteran players can find something new in the course of gameplay.

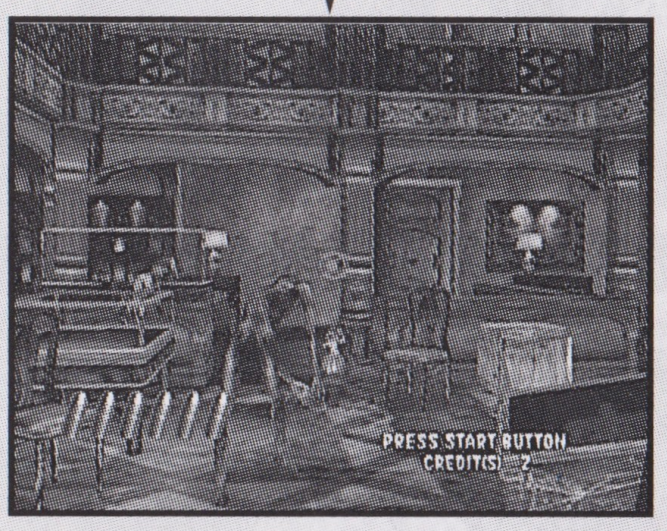
FOR EXAMPLE...

Townspeople are being attacked by monsters!

Rescue succeeds!



Rescue fails...



THE GAME SCREEN

1. Crosshair

Displayed when the controller is being used.

2. Remaining Bullets

The number of bullets left. Reload before you run out!

3. Lives

These are reduced when you take damage or mistakenly harm a civilian. Lives increase with special items (see P.36-P.37). When all lives are gone, the Continue Screen will be displayed.

4. Credits

The number of available continues. When all credits have been used up, the game is over.

5. Boss Life Gauge

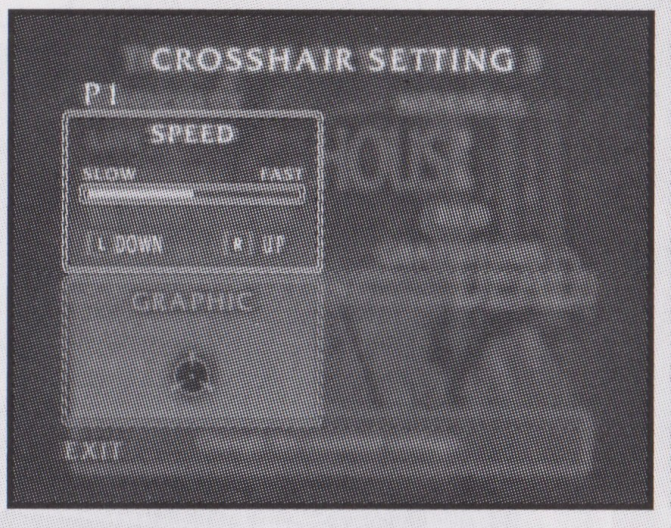
Falls when the boss takes damage. When the gauge reaches zero, the Chapter is cleared.

6. Time

Shown during the BOSS MODE (see P.35). Shows time taken to defeat the boss.

GETTING STARTED

From "The House of The Dead™ III" Main Menu, select "The House of The Dead™ 2" and enter the selection with the Ⓐ button/START button.



Press the START button at the "The House of The Dead™ 2" Title Screen to display the Main Menu Screen. Use ↑/↓ to select a mode and press the Ⓐ button/START button to select. Press the START button of another controller to enter 2-player mode.

ARCADE MODE

A faithful reproduction of the arcade game "The House of The Dead™ 2" (see P.31).

ORIGINAL MODE

Clear the levels, making the best of the items picked up (see P.32).

TRAINING MODE

Practice the basic techniques of the game in this mode (see P.34).

BOSS MODE

Take on the bosses of each Chapter and compete for the fastest time. This is a timed mode (see P.35).

RANKINGS

Shows top ten rankings for each mode (see P.35).

THE HOUSE OF THE DEAD 3

Return to The House of The Dead™ III Title Screen.

ARCADE MODE

This mode is a faithful reproduction of the arcade version of "The House of The Dead™ 2."

GETTING STARTED

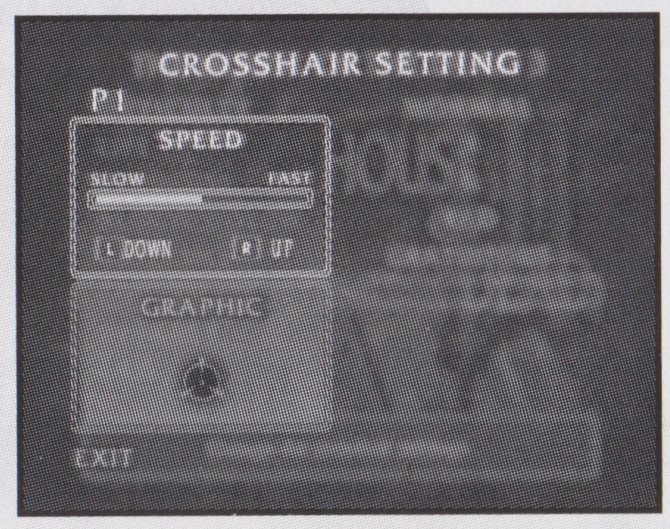
Select "ARCADE MODE" from the menu screen and press the Ⓐ button or START button. The game starts after the opening sequence.

CONTINUE/GAME OVER

When all of your lives have been spent, the Continue Screen is displayed. You may continue by pressing the START button before the count reaches zero. But when you run out of credits, the game is truly over!

THE COURSE SCREEN

After the game is over, the Course Screen is displayed and the courses you have followed so far are shown.

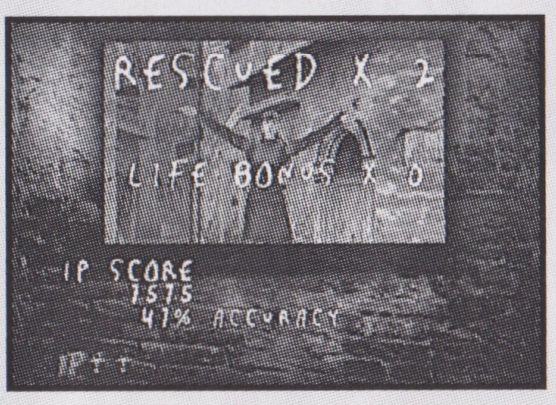


HI-SCORE ENTRY

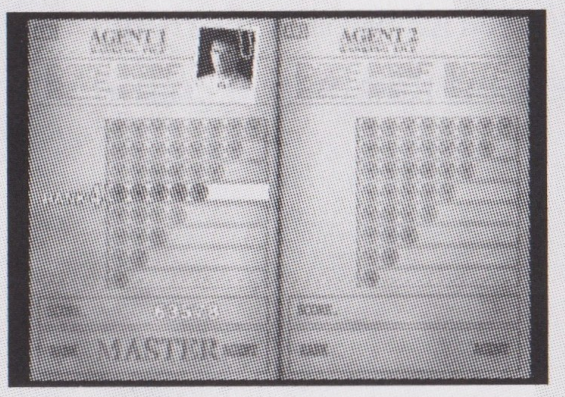
The Name Entry Screen is displayed if you clear all Chapters with your score in the top ten. Enter three letters for your name before the count reaches zero. Select "⬅" to return to the previous letter. Select 'END' to register your name.

SCORE SCREEN/GAME CLEAR SCREEN

Once a Chapter has been cleared, the Score Screen is displayed, and the following statistics are shown. When all Chapters have been cleared, you will be judged on your overall performance.



Score Screen



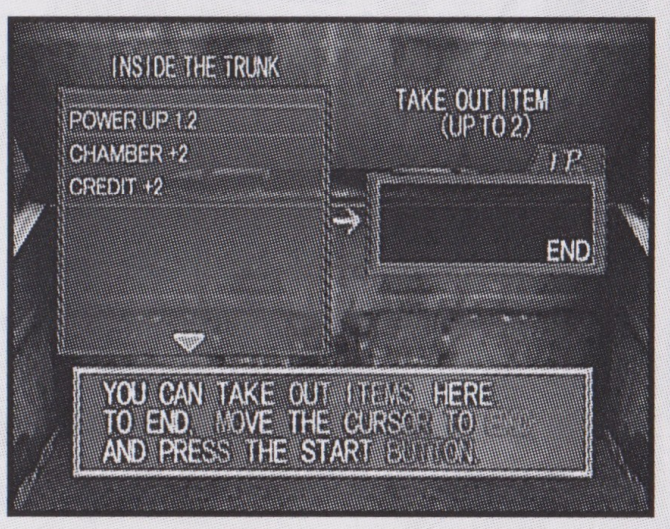
Game Clear Screen

[RESCUED]
Number of people saved
[SCORE]
Current score
[ACCURACY]
Shooting accuracy

ORIGINAL MODE

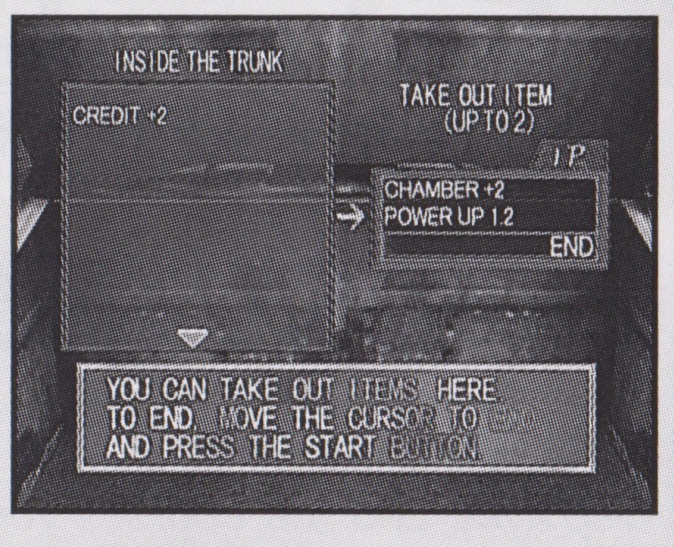
Clear the levels using items picked up.

ITEM SELECTION SCREEN (1-PLAYER MODE)

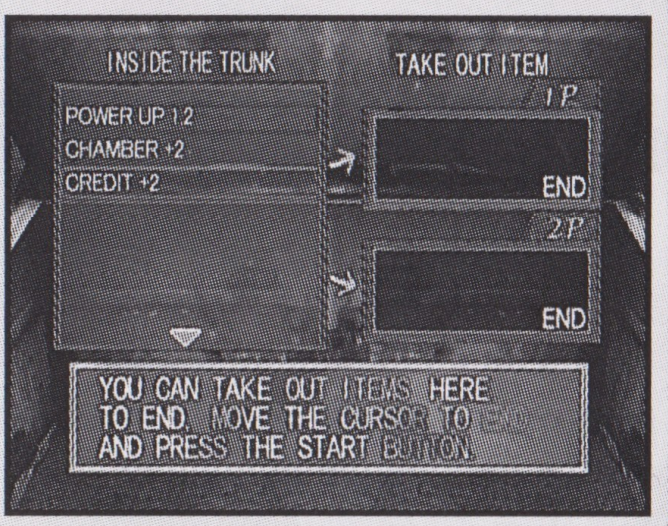


Use this screen to choose which items to equip. Up to two items may be held at once. Use ⬆/⬇ to select items from the Trunk and press the Ⓐ button to move items to the Equipped Items Window.

When the Equipped Items Window contains two items, the cursor moves to 'End'. To change the items currently equipped, use ⬆/⬇ to choose items and press the Ⓐ button to return items to the Trunk. Once all items have been selected, move to End and press the START button.

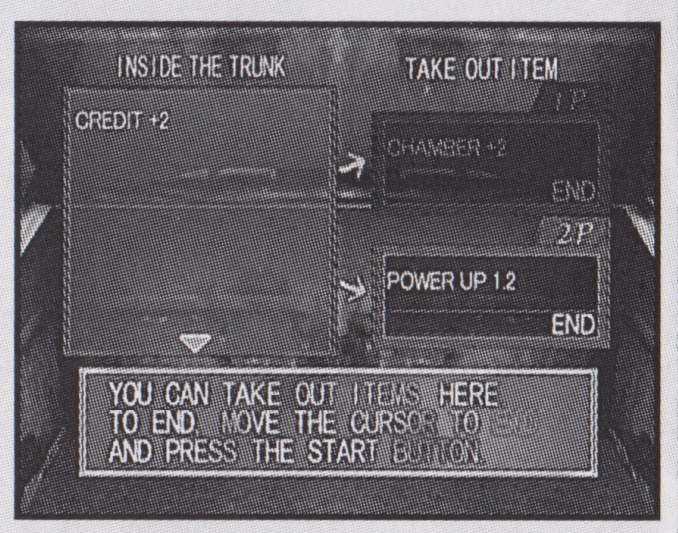


ITEM SELECTION SCREEN (2-PLAYER MODE)



In 2-player mode, each player can carry only one item. Use ⬆/⬇ to choose an item from the Trunk and press the Ⓐ button.

When an item is in the Equipped Items Window, the cursor moves to 'End'. To change the item currently equipped, use ⬆/⬇ to select an item and press the Ⓐ button to return the item to the Trunk. Once all items have been selected, move to End and press the START button. Once a player has finished selecting items, their window will darken. When both players have selected items, the game will start.



ORIGINAL MODE

USING ITEMS TOGETHER

Some items reveal extraordinary characteristics when used together, and some items cannot be used together (in which case the message, "These items may not be used together" is displayed). Try to figure out which combinations work best!

OBTAINING ITEMS

Items are hidden in barrels, drum cans, and other locations. Shoot containers to reveal items, then shoot an item to obtain it. Items obtained are stored in the Trunk.

* See P.36 for a description of the items.

* In 2-player games, the items a player was previously carrying may lose their effectiveness if the player resumes a game after Game Over.

* However, items will not lose their effectiveness when a player resumes a game using a continue in a 2-player game.

* Players who join the game when the Item Selection Screen is not displayed will start with no items.

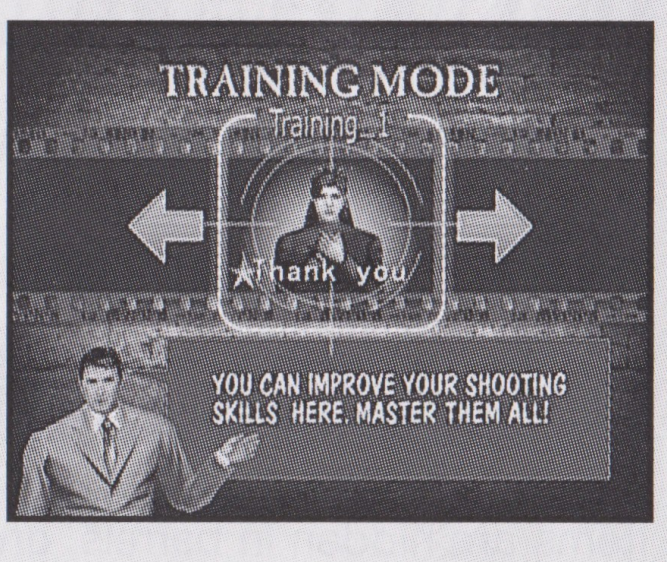
CAUTION

Once you take an item, it disappears from the Trunk.
Think carefully about what to bring!

TRAINING MODE

Practice the basic techniques of the game in this mode.

TRAINING SELECTION SCREEN



Use ⬅/➡ to select a training session. James will describe the type of training. If there are two or more star marks for the selected training, use ⬆/⬇ to choose between them. Use the Ⓐ button or START button to start the training.

The first time TRAINING MODE is entered, only 'Training 1' is available.

TRAINING CLEAR/CONTINUE

After a training session is cleared, the word "Success" will be displayed. Press the Ⓐ button or START button to return to the Training Selection Screen. If the training is not cleared, the Continue Screen will appear. Use ⬅/➡ to select one of the following options:

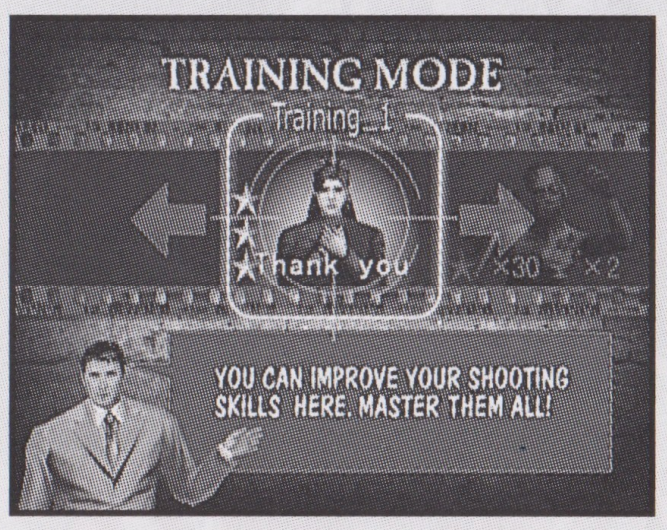
[AGAIN] Try again

[QUIT] Quit the training and return to the Training Selection Screen

INCREASING TRAINING SESSIONS AVAILABLE

If you clear the highest training session currently available, more training sessions will be unlocked.

INCREASING STAR MARKS FOR A SESSION



Clear a training session or a boss battle and a star mark like the one on the lower right will appear. The star marks indicate the difficulty level – difficulty increases with the number of star marks. Clear a training session on the highest difficulty level currently available to increase the number of star marks for that session.

BOSS MODE

Take on the bosses of each Chapter and compete to destroy them in the shortest time.

CHAPTER SELECTION SCREEN

Use ⬅/➡ to select a boss. If the selected boss has two or more star marks, use ⬆/⬇ to choose between them. Press the Ⓐ button or START button to begin the boss battle.

Judgment	Chapter 1 boss battle
Hierophant A/B	Chapter 2 boss battle
Tower A/B	Chapter 3 boss battle
Strengh A/B	Chapter 4 boss battle
Magician	Chapter 5 boss battle

* A/B indicate the location of the boss, which changes depending on the route taken.
* See P.34 for an explanation of star marks.

GAME OVER

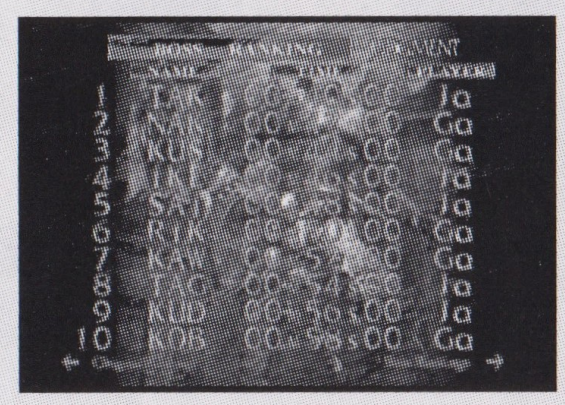
When all lives are gone, the game is over and cannot be continued.

HI-SCORE

If you defeat the boss with a time in the top ten, the Name Entry Screen will appear. Enter three letters for your name before the count reaches zero. Select “7” to return to the previous letter. When you’re done, select END to register your name.

RANKINGS

Shows the top ten rankings for ARCADE, ORIGINAL, and BOSS MODES. Select the mode with ⬅/➡. Press the Ⓑ button to return to the Main Menu Screen.



THE HOUSE OF THE DEAD 3

Select to return to The House of The Dead™ III Title Screen.

ITEMS

There are a number of items available in both the ARCADE and ORIGINAL MODES. The following is just a sample of what is out there...

First aid kit

Increases lives by one.

Arcade

Original

Gold Coins

Bonus points

Arcade

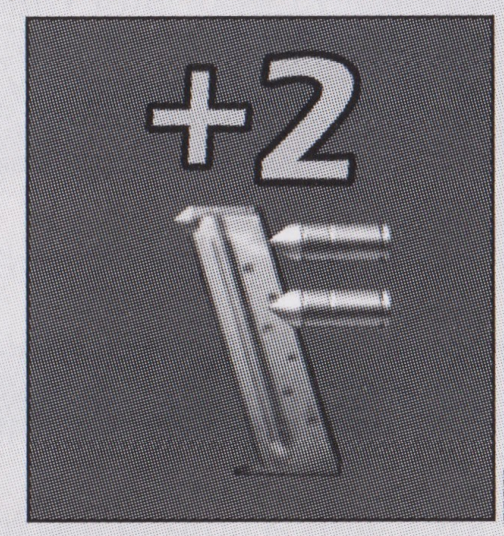
Original

Machine gun

Fires six bullets automatically with one pull of the trigger.

Original

Clip+2



Adds 2 bullets to the clip.

Original

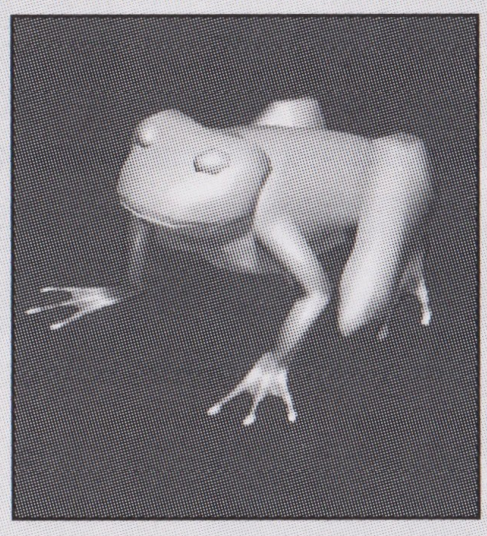
Gem

Bonus points.

Arcade

Original

Golden Frog



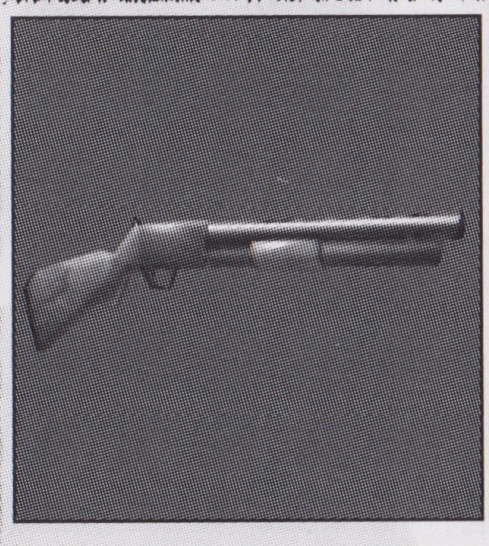
Bonus points

Arcade

Original

ITEMS

Shotgun

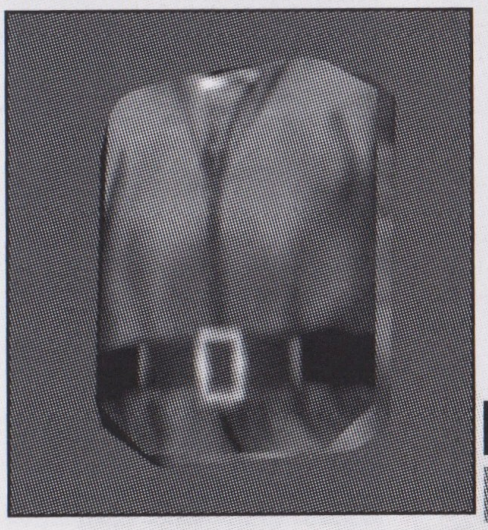


Each shot covers a broad area

Arcade

Original

Amy Costume



Player takes on Amy's appearance.

Arcade

Original

Power-up x 1.2

Multiples damage caused by regular bullets by 1.2.

Original

Credit+2

Increases the number of the credits at startup by 2.

Original

EXPLANATION OF THE TAGS

Arcade — An item found in ARCADE MODE

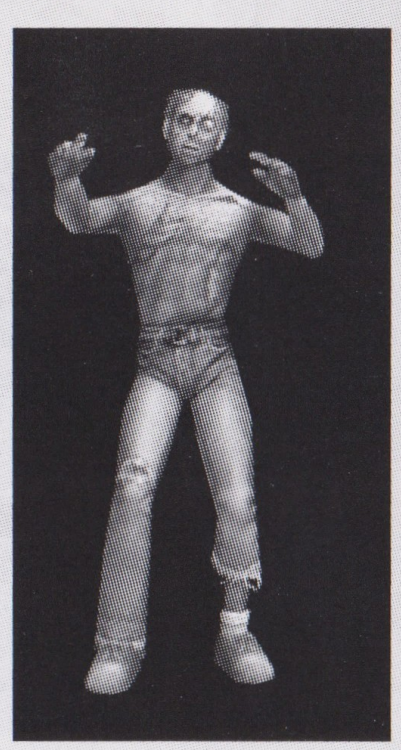
Original — An item found in ORIGINAL MODE

MONSTER FILE

Ebitan

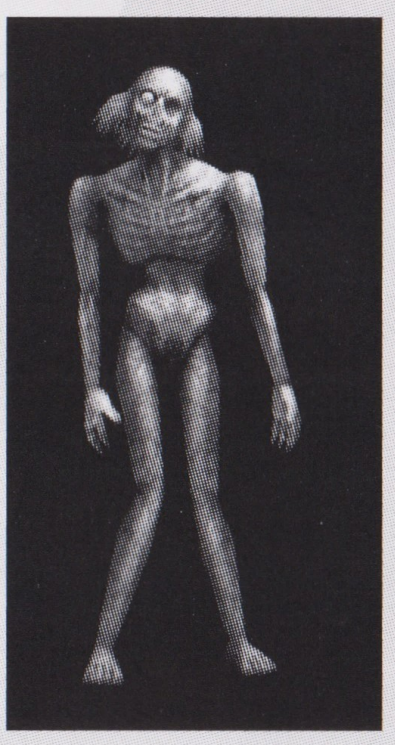
Ebitan is a revolting and perpetually rotting monster. Accordingly, his resistance is lower than other zombies. Ebitan resides in the water, suddenly leaping from the murky depths to attack his prey, mainly by biting them.

David



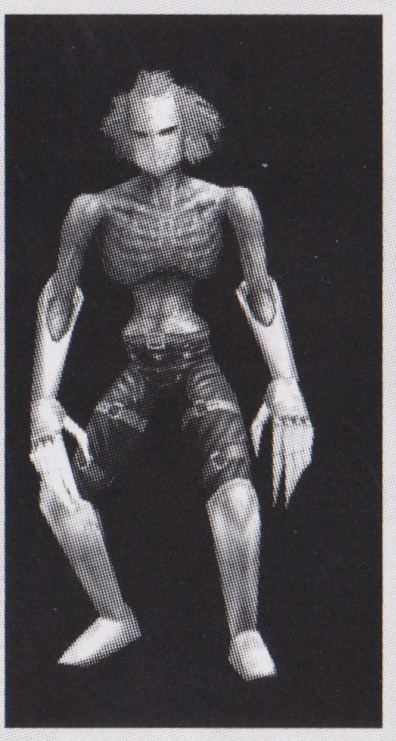
David was manufactured in great quantities. He is highly adaptable and thrives anywhere. He mainly attacks with his teeth.

Kageo



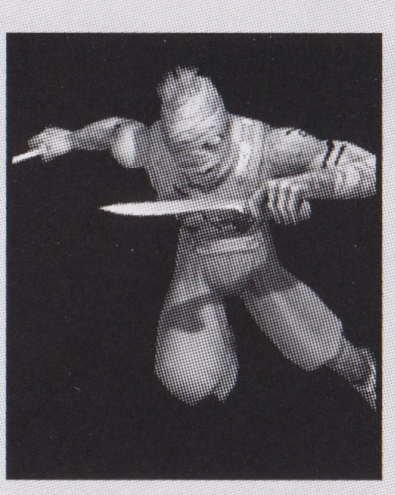
Kageo is a mummified zombie, who prowls the darkest, most dreadful areas. He may look weak, but watch out for his fierce punch!

Ken



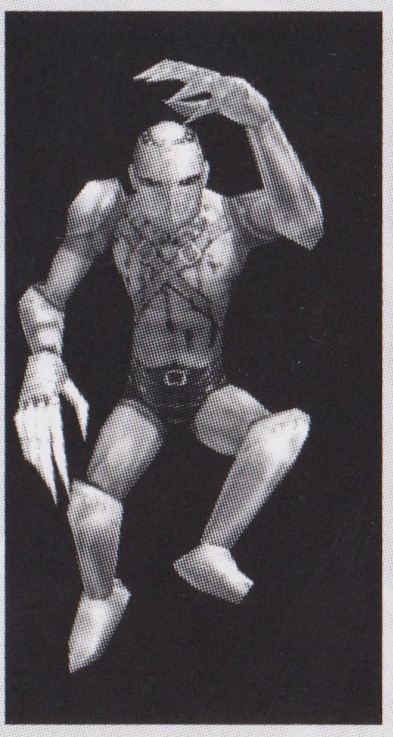
A new and improved version of Kageo with an iron mask and other armor. Because Ken's vulnerable face is shielded with a mask, he is an exceptionally difficult foe. Like Kageo, Ken lives in dark places, especially indoors. His main attack is a claw jab.

Mickey



Mickey is a small zombie who wields knives in both hands. His method of attack is to leap down at his target from rooftops and other high places. Even if Mickey throws both knives at you, there's no time to relax: He can produce an unlimited supply of knives from his hip holster.

Randy



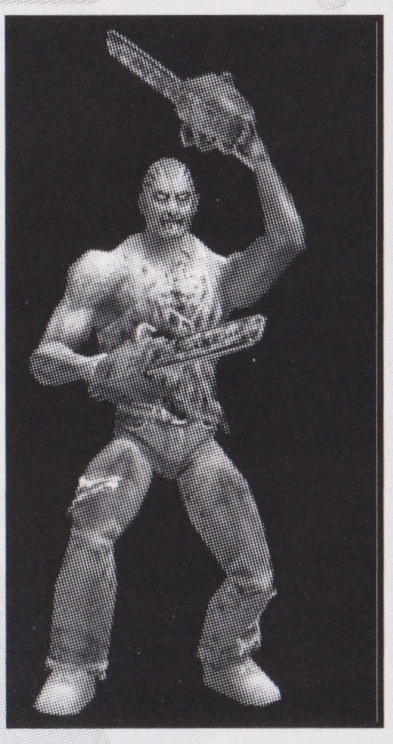
Randy is a small, mask-wearing zombie. Don't be fooled by his small stature because Randy is a vicious little monster who can run along walls and ceilings as easily as on floors. Randy often roams with a friend. His preferred method of attack is a leaping death scratch.

MONSTER FILE

Bob

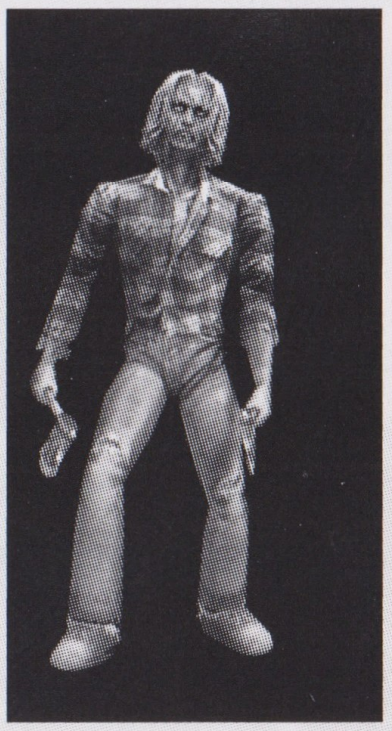
Despite being big and fat, Bob can move fast. His main attack is the drop kick, but he also throws barrels and oil drums.

Max



You'll know Max when you see him. He's the zombie crazily swinging two chainsaws about. He's also the biggest of all the zombies.

Johnny

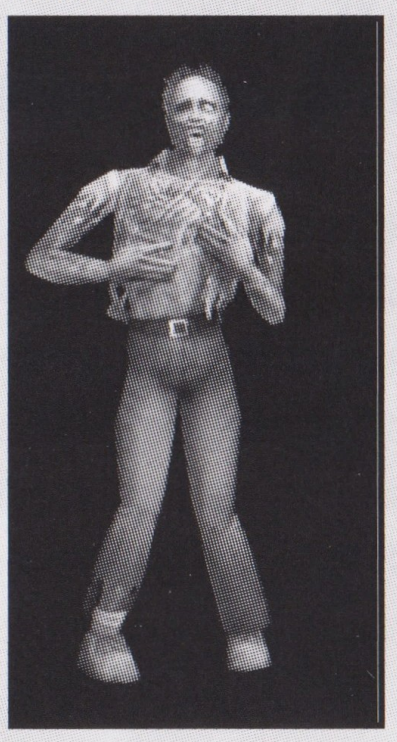


Johnny is a tough zombie to deal with, as he loves to rush at his prey, hiding his vulnerable face behind two axes. When he's not descending on you with terrifying speed, he will throw his axes with lethal accuracy from a safe distance. Be warned!

Gregory

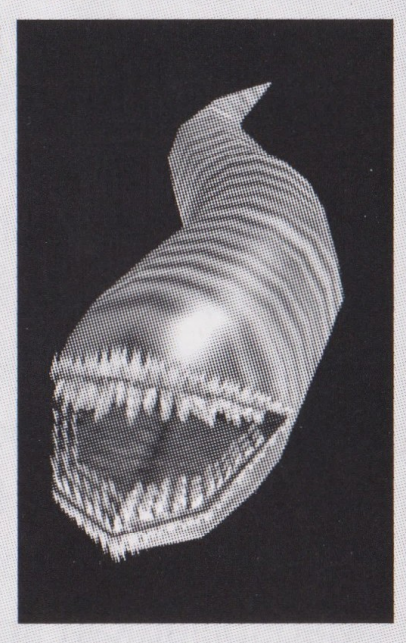
Gregory is a bit of a show off, and there is nothing he likes to do more before finishing off his victims than to flourish his giant sword. You will find it hard to aim your gun at Gregory, because he uses his sword to defend as skillfully as he does to maim.

Peter

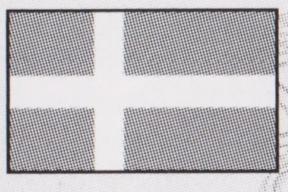


Poor Peter is infested with giant parasitic worms and is relatively weak. He puts his worms to horrifyingly effective use though, for when his chest is wounded, the parasites will leave Peter's ribcage and leap at his attacker. Peter can also pack a mean punch.

Murrer



A snakelike zombie who often infests areas in hordes. There are believed to be two colours of Murrer. Murrer attacks by flying at his victims and gouging at their faces with his myriad teeth.



OM LYSFØLSOMME ANFALD

Meget få personer kan opleve et anfald, når de udsættes for visse visuelle billeder, deriblandt blinkende lys eller mønstre, som kan forekomme i videospil. Selv personer, der ikke har tidligere erfaringer med anfald eller epilepsi, kan have en udiagnosticeret tilstand, som kan medføre disse "lysfølsomme anfald" ved brug af videospil.

Disse anfald kan omfatte forskellige symptomer, deriblandt svimmelhed, ændret syn, trækninger ved øjnene eller i ansigtet, ryk eller rystelser i arme eller ben, desorientering, forvirring eller midlertidigt tab af bevidstheden. Anfald kan også medføre bevidstløshed eller kramper, som kan føre til skader, hvis du falder eller rammer genstande tæt ved.

Stop spillet straks, og søg læge, hvis du oplever nogle af disse symptomer. Forældre bør holde øje med deres børn eller spørge dem om ovenstående symptomer – det er mere sandsynligt, at børn og teenagere kommer ud for disse anfald end voksne.

Risikoen for lysfølsomme epileptiske anfald kan reduceres ved at sidde længere væk fra fjernsynsskærmen, bruge en mindre fjernsynsskærm eller spille i et veloplyst lokale og ikke spille, når du er svimmel eller træt.

Søg læge før der spilles, hvis du eller nogen i din familie har anfald eller epilepsi.

Andre vigtige sundheds- og sikkerhedsoplysninger Brugerhåndbogen til Xbox indeholder vigtige sundheds- og sikkerhedsoplysninger, som du bør læse og forstå, før softwaren tages i brug.

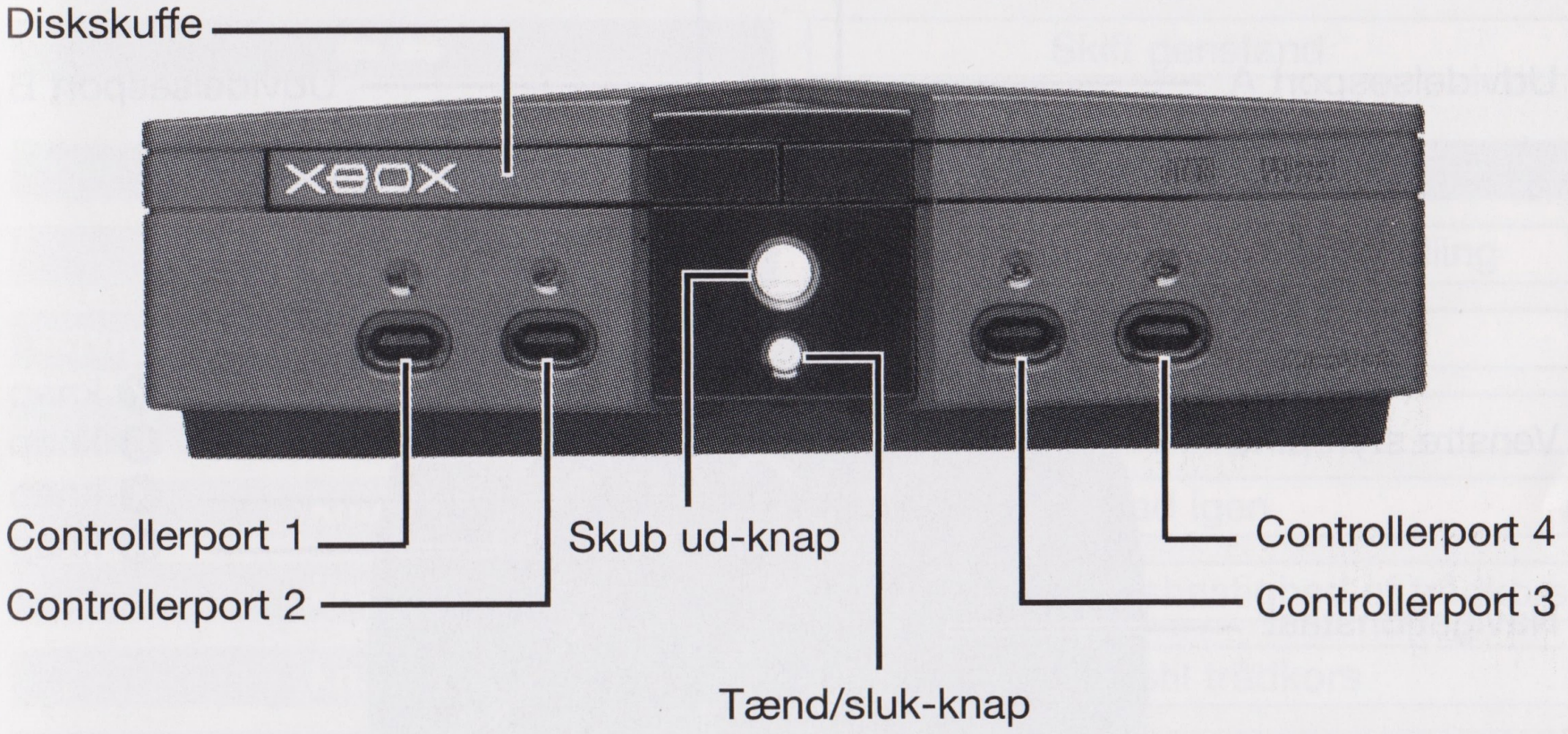
Undgå beskadigelse af fjernsynet

Brug ikke visse fjernsynstyper. Nogle fjernsyn, især modeller med front- eller bagprojektion, kan blive beskadiget, hvis et vilkårligt videospil, herunder et Xbox-spil, spilles på dem. Statiske billede under spillets normale gang kan "brænde sig ind" på skærmen og medføre en permanent skygge af det statiske billede, som vises hele tiden, selv når der ikke spilles videospil. Lignende skader kan forekomme fra statiske billeder, som skabes når et videospil stoppes midlertidigt. Se i brugerhåndbogen til fjernsynet for at afgøre, om det er forsvarligt at spille videospil på det. Hvis du ikke kan finde disse oplysninger i brugerhåndbogen, skal du kontakte forhandleren eller fabrikanten af fjernsynet for at afgøre, om videospillet kan spilles på det uden risici.

Uautoriseret kopiering, reverse engineering, transmission, offentliggørelse, udlejning, "pay for play" eller omgåelse med kopibeskyttelsen er strengt forbudt.

SÅDAN BRUGER DU DIT XBOX™-VIDEOSPILSYSTEM

1. Installer Xbox™-videospilsystemet ved at følge instruktionerne i brugerhåndbogen til Xbox.
2. Tryk på tænd/sluk-knappen. Statusindikatoren lyser.
3. Tryk på skub ud-knappen, og diskskuffen åbnes.
4. Anbring disken The House of the Dead™ III på diskskuffen med mærkatet opad, og luk diskskuffen.
5. Følg instruktionerne på skærmen, og se i denne brugerhåndbog efter flere oplysninger om at spille The House of the Dead™ III.

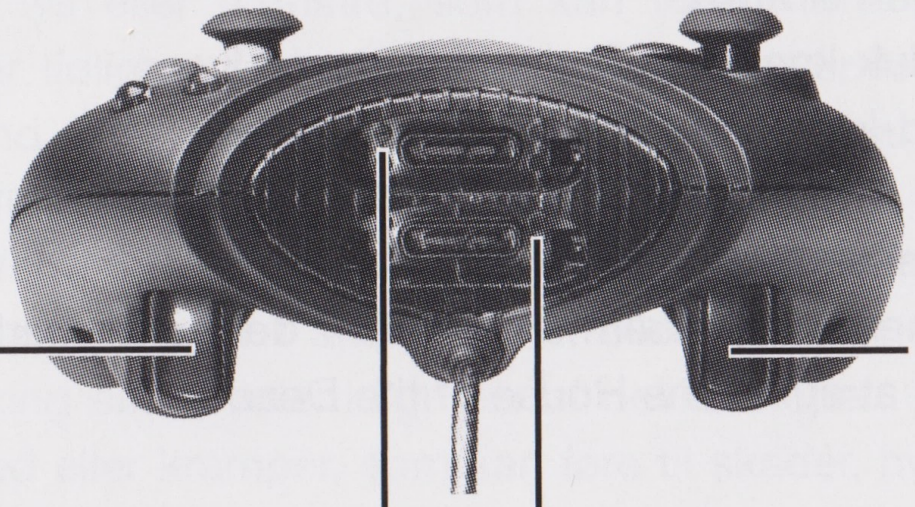


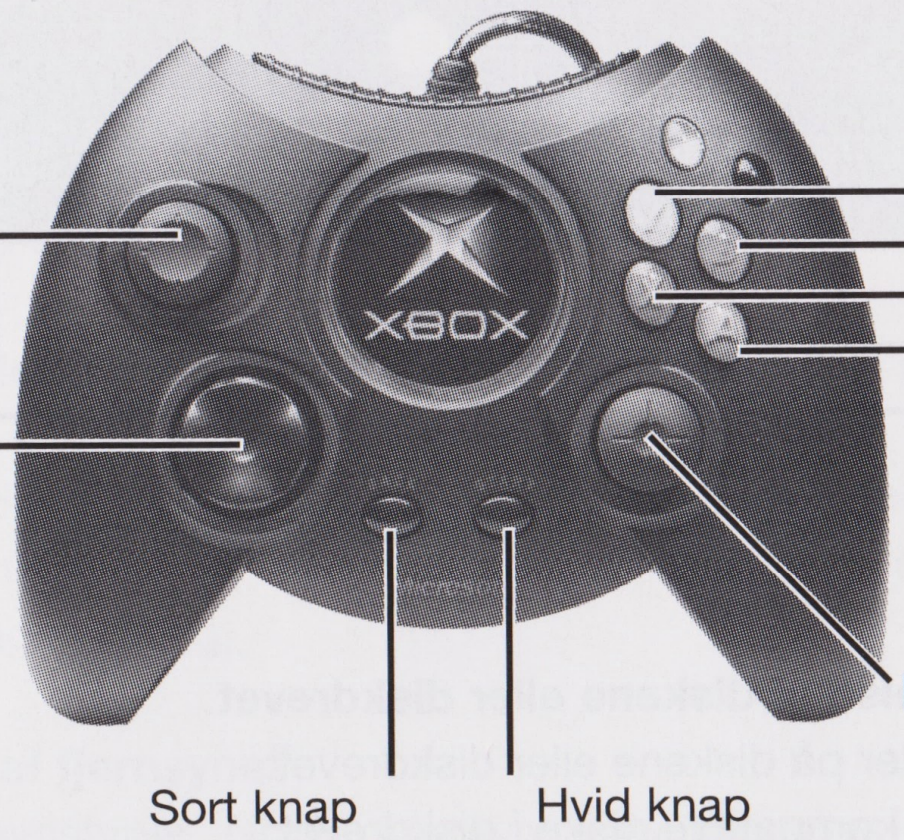
Undgå beskadigelse af diskene eller diskdrevet

For at undgå skader på diskene eller diskdrevet:

- Sæt kun Xbox-kompatible diske i diskdrevet.
- Anvend aldrig diske med en usædvanlig form som f.eks. en stjerne eller et hjerte.
- Efterlad ikke en disk i Xbox-konsollen i længere tid, når det ikke anvendes.
- Flyt ikke Xbox-konsollen, når det er tændt og en disk er sat i.
- Anbring ikke mærkater, klistermærker eller andre fremmede genstande på diskene.

SÅDAN BRUGER DU DIN XBOX-CONTROLLER





1. Sæt Xbox-controlleren i en hvilken som helst controllerport foran på Xbox-konsollet. Sæt ekstra controllere i de tilgængelige controllerporte, hvis der er flere spillere.
2. Sæt eventuelle udvidelsesenheder (f.eks. Xbox-hukommelseskort) i controllerens udvidelsesporte, hvis det er nødvendigt.
3. Følg instruktionerne på skærmen, og se i denne brugerhåndbog efter flere oplysninger om brug af Xbox-controlleren til at spille The House of the Dead™ III.

GRUNDLÆGGENDE STYRFUNKTIONER

"The House of the Dead™ III" er et spil for 1-2 spillere.

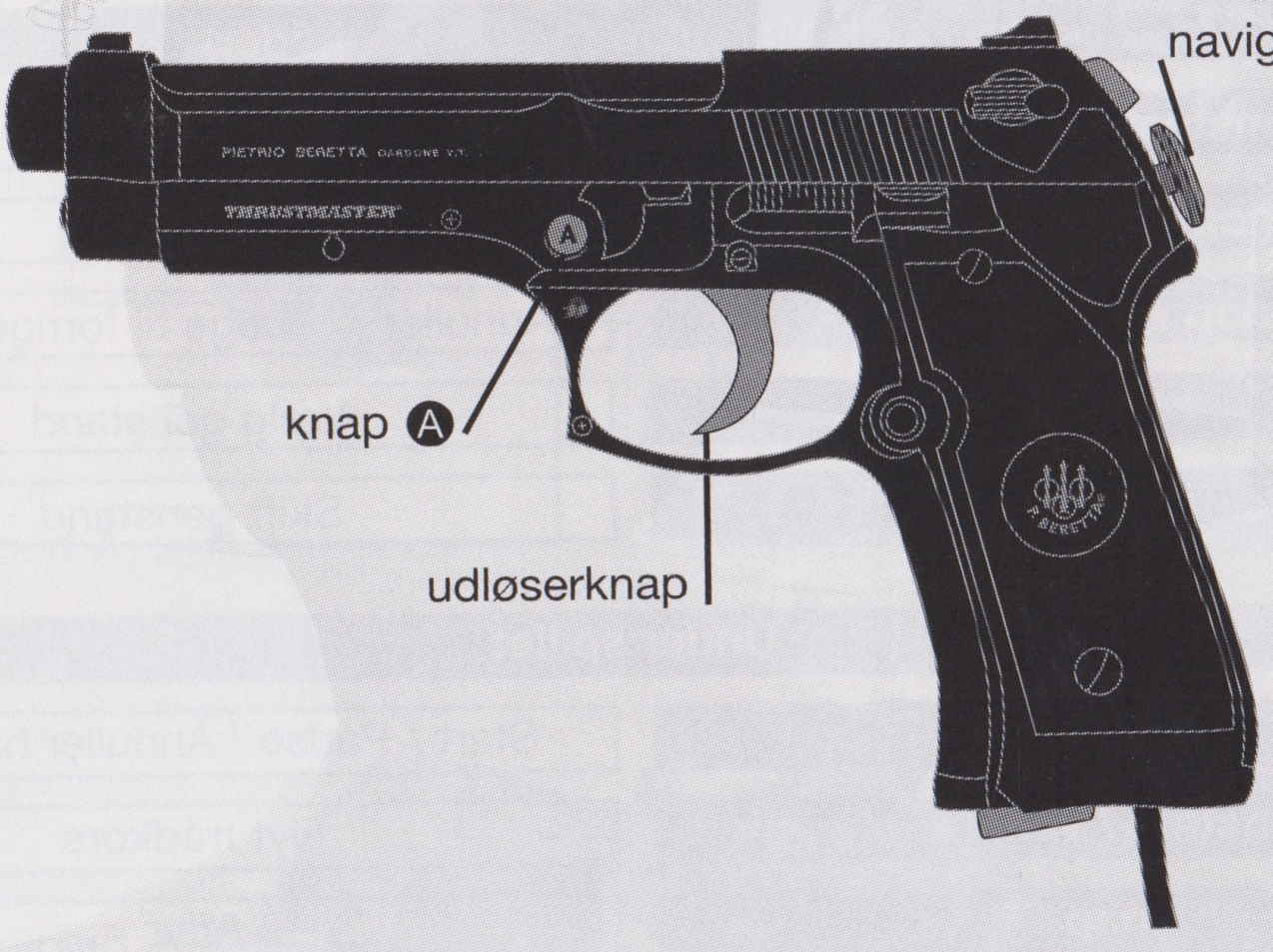
Skærmen Menu/Options (muligheder)	
navigationstast / venstre styrepind	Flyt markør
knap A / START knap	Godtag valg
knap B / BACK knap	Annuller / Tilbage til forrige skærm
↑/↓	Vælg genstand
←/→	Skift genstand

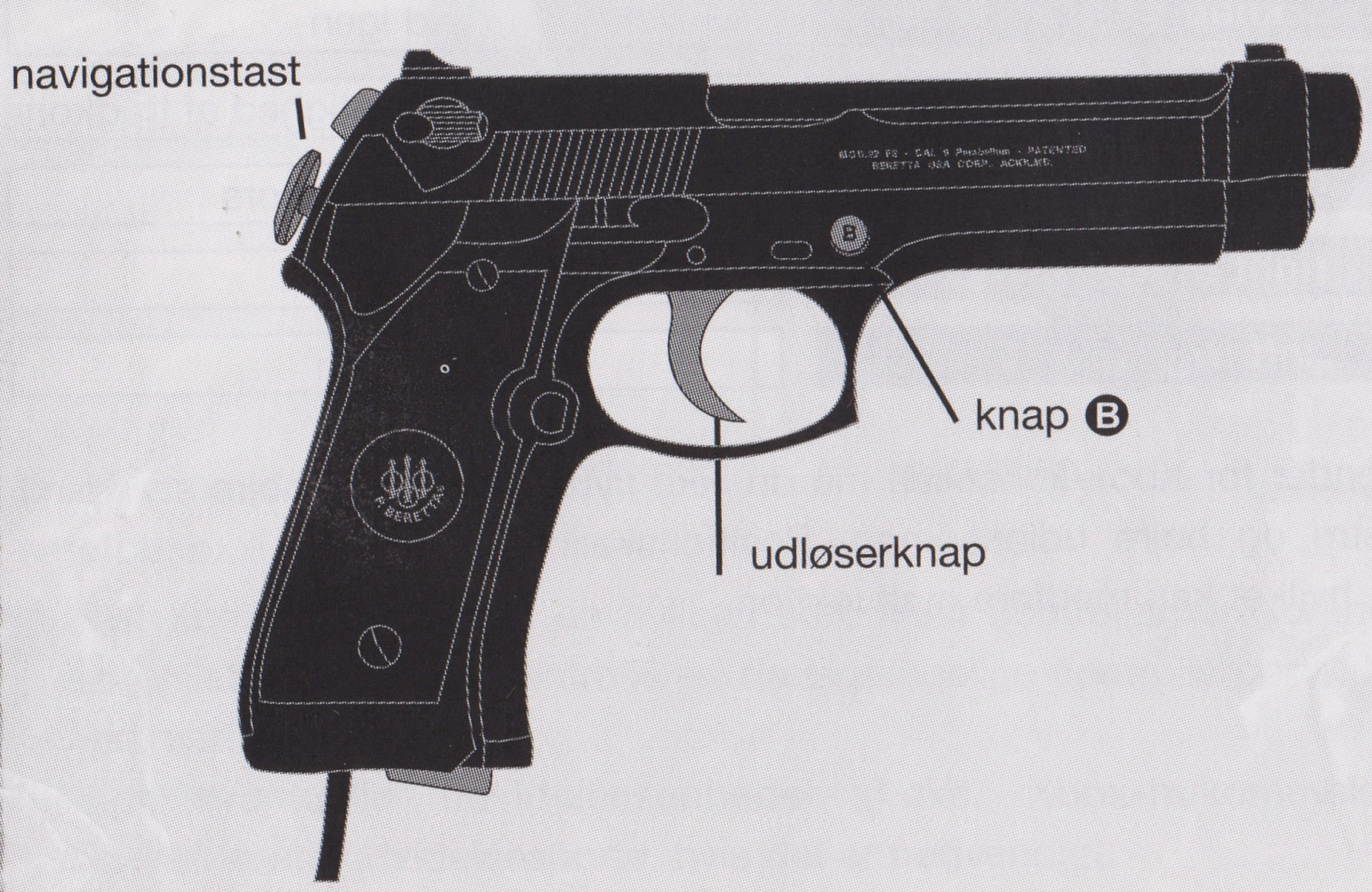
Under spillet	
START knap	Start / Pause / Annuller handling
navigationstast / venstre styrepind	Flyt trådkors
knap A	Affyr
knap B	Lad igen
knap X	Forøg bevægelseshastighed af trådkors
knap Y	Midterstil trådkors
right trigger	Affyr
left trigger	Lad igen

* Når du tænder for Xbox-konsollen må du ikke flytte venstre og højre styrepind eller venstre og højre udløserknap. Positionskalibreringen kan ikke udføres ordentligt, hvilket kan medføre malfunktion.

STYREFUNKTIONER TIL LYSPISTOL

The House of the Dead™ III er også kompatibel med en Beretta lyspistol (Blaster, sælges separat af Thrustmaster).





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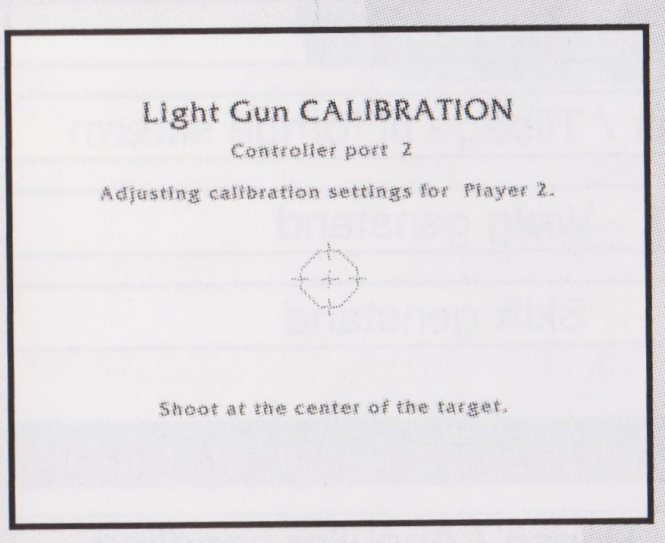
STYREFUNKTIONER TIL LYSPISTOL

Skærmen Menu/Options (muligheder)	
navigationstast	Flyt markør
udløserknap / START knap / knap A	Godtag valg
knap B / BACK knap	Annuller / Tilbage til forrige skærm
⬆/⬇	Vælg genstand
⬅/➡	Skift genstand

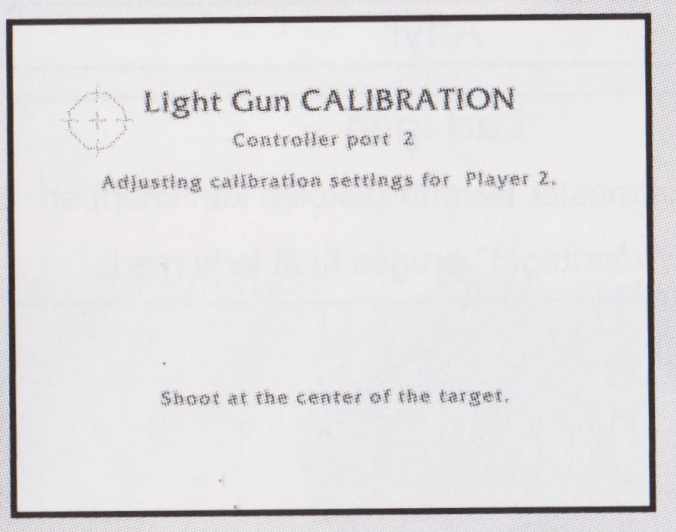
Under spillet	
START knap	Start / Pause / Annuller handling
udløserknap	Affyr
knap B	Lad igen (med Thrustmaster Beretta-pistolen kan knappen under "håndtaget" bruges til at lade med)

KALIBRERING AF LYSPISTOL

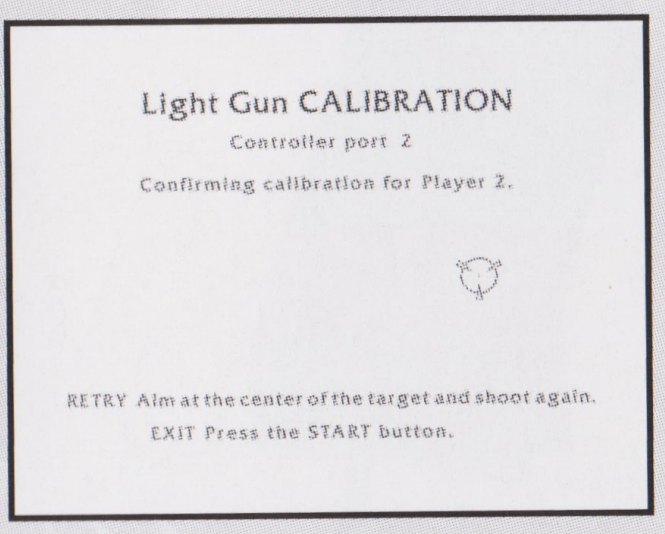
Når du tilslutter lyspistolen til en controllerport for første gang, skal du trykke på lyspistolens START knap, når du er på titelskærmen for at komme til lyspistolens kalibreringsskærm. Denne skærm kan også findes i Light Gun Settings Menu (lyspistolens indstillingsmenu) i Options (muligheder).



1. Ret lyspistolen mod din tv-skærm. Et mål viser sig i midten af skærmen. Sigt og skyd på målet.



2. Derefter vises målet i det øverste venstre hjørne af skærmen. Sigt og skyd på det.


Light Gun CALIBRATION
Controller port 2
Confirming calibration for Player 2.
RETRY Aim at the center of the target and shoot again.
EXIT Press the START button.

3. Når du peger lyspistolen på skærmen vises trådkorset, det bevæger sig derhen på skærmen hvor du sigter lyspistolen. Tryk på START knappen for at godtage. Hvis du ikke godtager, sigt igen på skærmen og skyd for at gentage trinene.

* Hvis muligt, skyd fra direkte foran skærmen i stedet for skråt mod skærmen.
* Kalibrer lyspistolen tæt på skærmen. Hvis du prøver at kalibrere lyspistolen langt fra skærmen, kan det give funktionsproblemer.

Fuldstændige styrefunktioner

Du kan se en færdig liste med styrefunktioner og informationer om spillet i denne håndbog.

TIETOJA TURVALLISUUDESTAA

Tietoja valoyliherkkyyden aiheuttamista epileptisistä kohtauksista

Hyvin harvat ihmiset voivat saada epileptisen kohtauksen tietyntyyppisistä visuaalisista kokemuksista. Tällaisia kokemuksia voivat olla esimerkiksi vilkkuvat valot tai videopeleissä esiintyvät kuviot. Jopa henkilöillä, joilla ei aiemmin ole ollut kouristuskohtauksia tai epileptisiä kohtauksia, saattaa olla taipumus "valoyliherkkyyden aiheuttamiin kouristuskohtauksiin" videopelejä pelatessaan.

Kohtauksilla voi olla useita eri oireita, kuten huimaus, näkökentän muuttuminen, silmien tai kasvojen nykiminen, käsien tai jalkojen nykiminen tai vapina, keskittymiskyvyn puute, sekavuus tai hetkellinen tajunnan menetys. Kohtaukset saattavat aiheuttaa tajunnan menetyksen tai kouristuksia, jotka voivat johtaa loukkaantumiseen esimerkiksi kaatumisen tai esineisiin törmäämisen seurauksena.

Lopeta pelaaminen heti ja hakeudu lääkärin hoitoon, jos sinulla on joitakin näistä oireista. Vanhempien on tarkkailtava lapsiaan näiden oireiden varalta ja kysyttävä lapsilta oireiden ilmaantumisesta. Lapsilla ja teini-ikäisillä on aikuisia suurempi todennäköisyys saada epileptinen kohtaus.

Valoyliherkkyyden aiheuttaman epileptisen kohtauksen riskiä voi pienentää istumalla kauempana televisiosta, käyttämällä pienempää televisiota, pelaamalla hyvin valaistussa huoneessa ja välttämällä pelaamista unisena tai väsyneenä.

Jos sinulla tai sukulaisillasi on ollut aiemmin tällaisia kohtauksia tai epilepsiaa, neuvottele lääkärin kanssa ennen pelaamista.

Muita tärkeitä terveyteen ja turvallisuuteen liittyviä tietoja Xboxin käyttöohjeessa on tärkeitä tietoja terveydestä ja turvallisuudesta. Lue nämä tiedot ja varmista, että olet ymmärtänyt ne, ennen kuin käytät tätä ohjelmistoa.

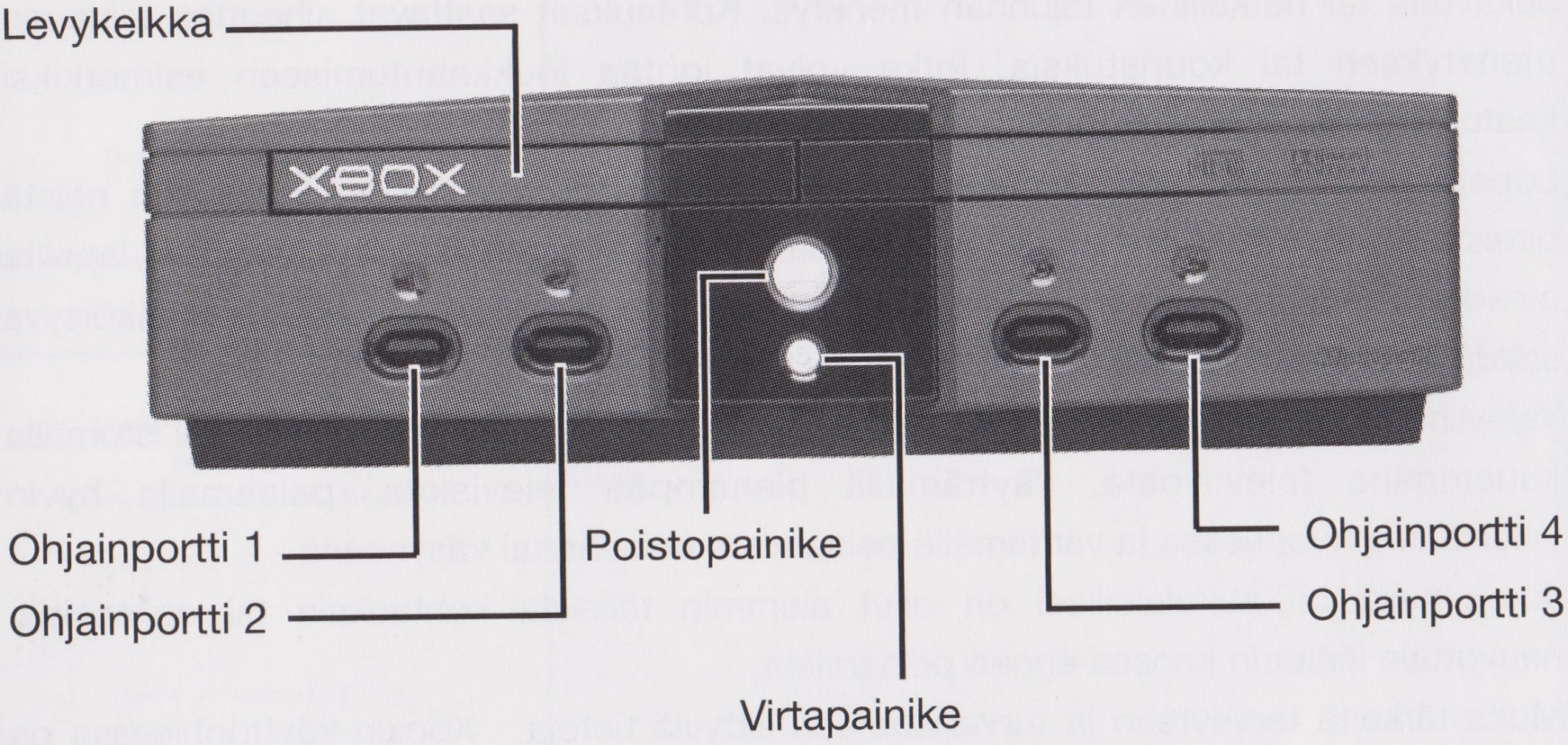
Television vahingoittumisen välttäminen

Älä käytä tietyntyyppisten televisioiden yhteydessä. Tietyntyyppiset televisiot, etenkin edusta- tai taustaprojektiotelevisiot, voivat vaurioitua, jos niitä käytetään videopelien, esimerkiksi Xbox-pelien, pelaamiseen. Pelien yhteydessä esiintyvät kauan paikallaan pysyvät kuvat voivat "palaa" ruutuun kiinni. Jos näin käy, kuvasta jää pysyvä varjo televisiokuvaan, joka näkyy, vaikkei videopeliä pelata. Videopelin asettaminen taukotilaan aiheuttaa myös pysäytyskuvan, joka voi aiheuttaa tällaisen vaurion. Tarkista television käyttöohjeesta, voidaanko televisiolla pelata videopelejä turvallisesti. Jos tätä tietoa ei ole annettu television käyttöohjeessa, ota yhteyttä television myyjään tai valmistajaan ja tiedustele, voidaanko televisiota käyttää turvallisesti videopelien yhteydessä.

Ohjelmistomateriaalin valtuuttamaton kopioiminen, purkaminen lähdekoodiksi, julkinen esittäminen, vuokraaminen, maksun kerääminen pelaamisesta tai kopiointisuojauksen ohittaminen kielletään jyrkästi.

XBOX-PELIKONSOLIN KÄYTTÄMINEN

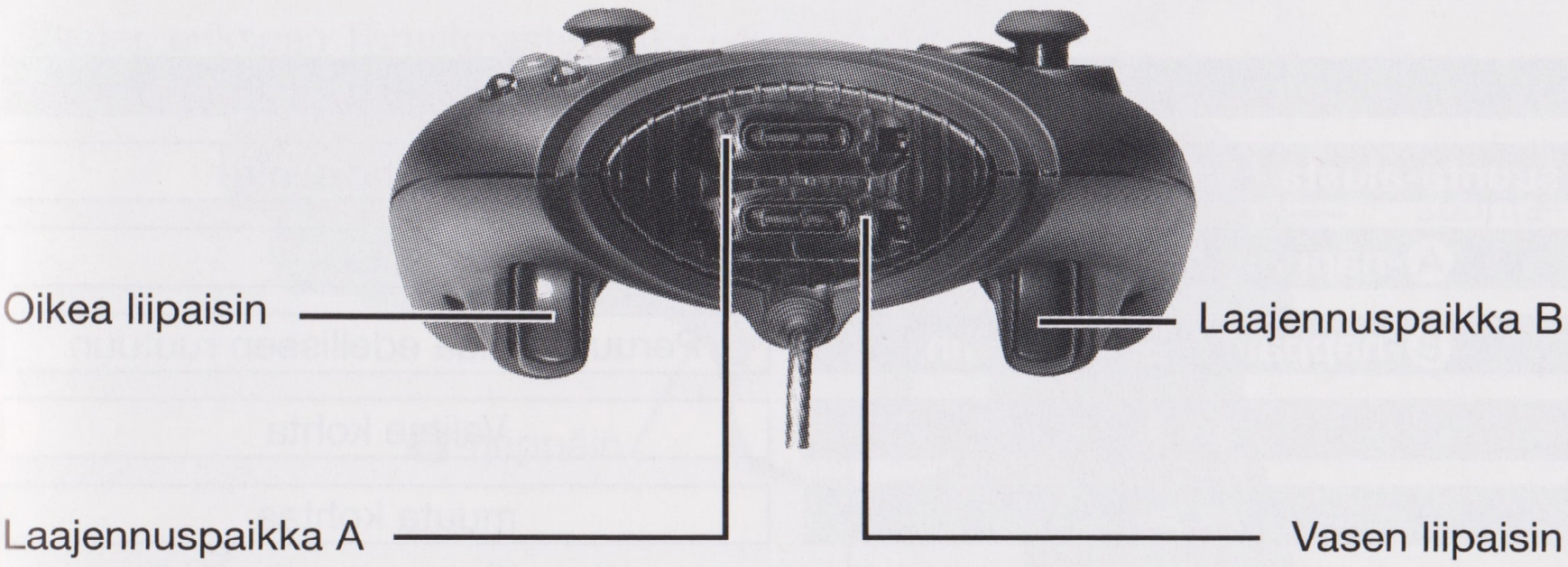
1. Kokoa Xbox™-pelikonsoli Xboxin käyttöohjeessa kuvatulla tavalla.
2. Paina virtapainiketta. Tilan merkkivalo syttyy.
3. Levykelkka avautuu, kun poistopainiketta (eject) painetaan.
4. Aseta The House of the Dead™ III -levy levykelkkaan. Aseta etikettipuoli ylöspäin ja sulje levykelkka.
5. Noudata näyttöön tulevia ohjeita. Katso tästä käyttöohjeesta lisätietoja.



Levyn tai levyaseman vaurioitumisen välttäminen:

- Aseta levyasemaan vain Xbox-yhteensopivia levyjä.
- Älä koskaan käytä kummallisen muotoisia levyjä, kuten tähden- tai sydämenmuotoisia levyjä.
- Älä jätä levyä Xbox-konsoliin pitkäksi aikaa, kun konsoli ei ole käytössä.
- Älä siirrä Xbox-konsolia virran ollessa kytkettynä ja levyn ollessa sisällä.
- Älä kiinnitä levyihin etikettejä, tarroja tai muita vieraita esineitä.

XBOX-OHJAIMEN KÄYTTÄMINEN



1. Liitä Xbox-ohjain johonkin Xbox-konsolin edessä olevaan ohjainporttiin. Jos pelaajia on useita, liitä lisäohjaimet vapaina oleviin ohjainportteihin.
2. Asenna mahdolliset laajennuslaitteet (esimerkiksi Xbox-muistikortit) ohjaimen laajennuspaikkoihin asianmukaisella tavalla.
3. Noudata näyttöön tulevia ohjeita. Katso tästä käyttöohjeesta lisätietoja Xbox-ohjaimen käyttämisestä Crazy Taxi -pelin pelaamiseen.

PERUSOHJAIMET

"The House of the Dead™ III" on 1-2 pelaajan peli.

Valikko/Asetukset-ruutu	
suunta-alusta / vasen peukalosauva	Sirrä kohdistinta
Ⓐ-näppäin / START -näppäin	Valitse
Ⓑ-näppäin / BACK -näppäin	Peruuta/Palaa edelliseen ruutuun
↑/↓	Valitse kohta
←/→	muuta kohtaa

Pelin aikana	
START -näppäin	Aloita / Pysäytä / Peruuta tapahtuma
suunta-alusta / vasen peukalosauva	Siirrä tähtäintä
Ⓐ-näppäin	Ammu
Ⓑ-näppäin	Lataa uudelleen
Ⓧ-näppäin	Lisää tähtäimen siirron nopeutta
Ⓨ-näppäin	Keskitä tähtäin
right trigger	Ammu
left trigger	Lataa uudelleen

* Kun kytket Xbox-konsoliin virran, älä siirrä vasenta tai oikeaa peukalosauvaa äläkä myöskään vasenta tai oikeaa liipaisinta. Sijainnin kalibrointia ei silloin voi suorittaa oikein, ja se aiheuttaa virhetoiminnan.

VALOPISTOOLIN OHJAIMET

The House of the Dead™ III on myös yhteensopiva Beretta-valopistoolin kanssa (Blaster, erikseen Thrustmasterilta).

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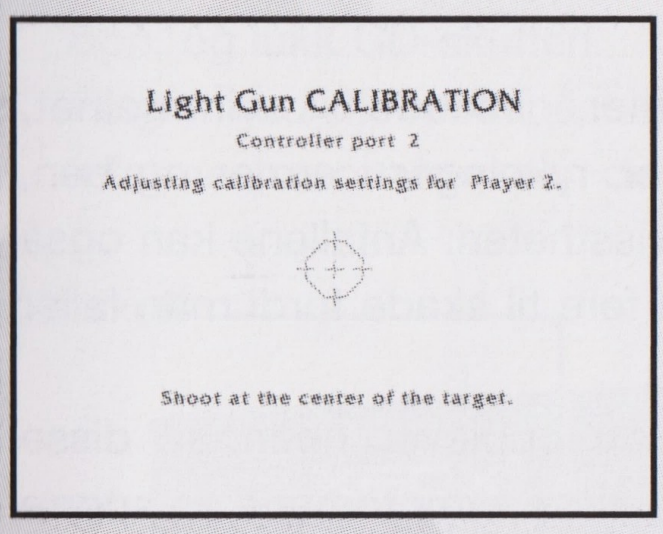
VALOPISTOOLIN OHJAIMET

Valikko/Asetukset-ruutu	
suunta-alusta	Siirrä kohdistinta
liipaisin / START -näppäin / Ⓐ-näppäin	Valitse
Ⓑ-näppäin / BACK -näppäin	Peruuta/Palaa edelliseen ruutuun
⬆/⬇	Valitse kohta
⬅/➡	muuta kohtaa

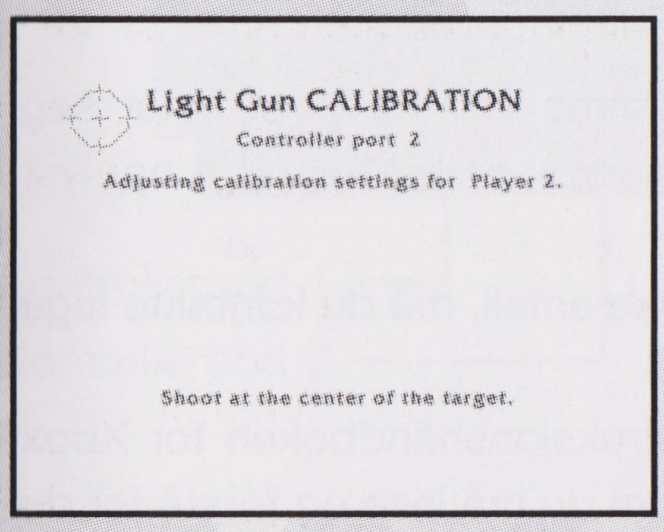
Pelin aikana	
START -näppäin	Aloita / Pysäytä / Peruuta tapahtuma
liipaisin	Ammu
Ⓑ-näppäin	Lataa uudelleen (Thrustmasterin Beretta-valopistoolin kanssa lataamiseen voidaan käyttää "kahvan" alla olevaa painiketta)

VALOPISTOOLIN KALIBROINTI

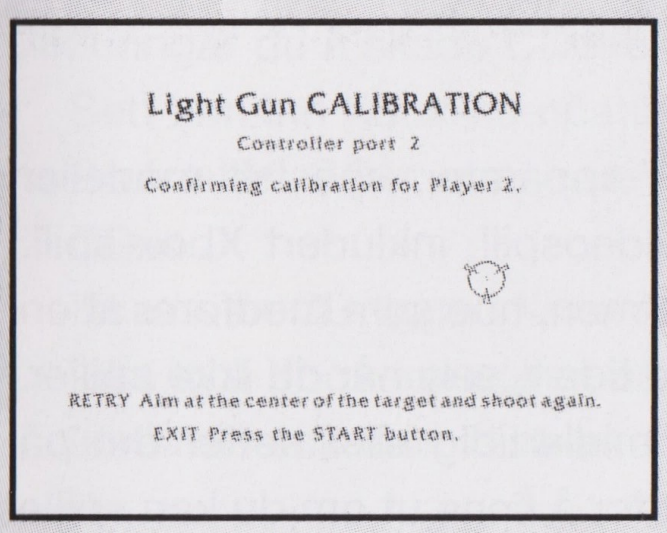
Aina kun kytket valopistoolin määrättyyn ohjainporttiin ensimmäistä kertaa, siirry valopistoolin kalibrointiruutuun painamalla valopistoolin START-näppäintä otsikkoruudun ollessa esillä. Tämä ruutu voidaan avata myös asetusruudun valopistooliasetuksista.



1. Osoita valopistoolilla TV-ruutua. Kohde näytetään ruudun keskellä. Tähtää ja ammu sitä.



2. Seuraavaksi kohde näytetään ruudun vasemmassa yläkulmassa. Tähtää ja ammu sitä.


Light Gun CALIBRATION
Controller port 2
Confirming calibration for Player 2.
RETRY Aim at the center of the target and shoot again.
EXIT Press the START button.

3. Kun osoitat valopistoolilla ruutua, tähtäin tulee esille ja siirtyy ruudulla valopistoolin osoittamaan suuntaan. Vahvista START-näppäimellä. Jos et halua vahvistaa, toista vaiheet tähtäämällä ruutuun ja ampumalla.

* Mikäli mahdollista, ammu suoraan kohti ruutua.
* Suorita kalibrointi lähietäisyydeltä. Jos valopistoolin yrittää kalibroida etäältä, seurauksena voi olla toimintaongelmia.

INFORMASJON

Om fotosensitive anfall

Noen få mennesker kan oppleve anfall når de eksponeres for enkelte visuelle bilder, inkludert blinkende lys og mønstre som kan forekomme i videospill. Selv mennesker som ikke før har opplevd epileptiske anfall, kan ha en udiagnostisert lidelse som kan forårsake disse "fotosensitive epileptiske anfallene" når de ser på videospill.

Disse anfallene kan ha en rekke symptomer, inkludert svimmelhet, synsforstyrrelser, øye- eller ansiktsammentrekninger, rykninger i armer og ben, desorientering, forvirring eller midlertidig tap av bevisstheten. Anfallene kan også føre til bevisstløshet og krampetrekninger som kan føre til skade fordi man faller eller slår seg på gjenstander i nærheten.

Stans spillet umiddelbart og oppsøk lege hvis du opplever noen av disse symptomene. Foreldre må være oppmerksomme på disse symptomene og spørre barna om dem – barn og ungdom har større sannsynlighet for å oppleve slike anfall enn voksne.

Faren for fotosensitive epileptiske anfall kan reduseres ved at man setter seg lenger vekk fra TV-skjermen, bruker en mindre TV-skjerm, spiller i et godt opplyst rom og unngår å spille når man er sliten eller trøtt.

Hvis du eller noen i din familie har opplevd epileptiske anfall, må du kontakte lege før du begynner å spille.

Annen viktig helse- og sikkerhetsinformasjon Instruksjonshåndboken for Xbox inneholder viktig helse- og sikkerhetsinformasjon som du må lese og forstå før du begynner å bruke dette programmet.

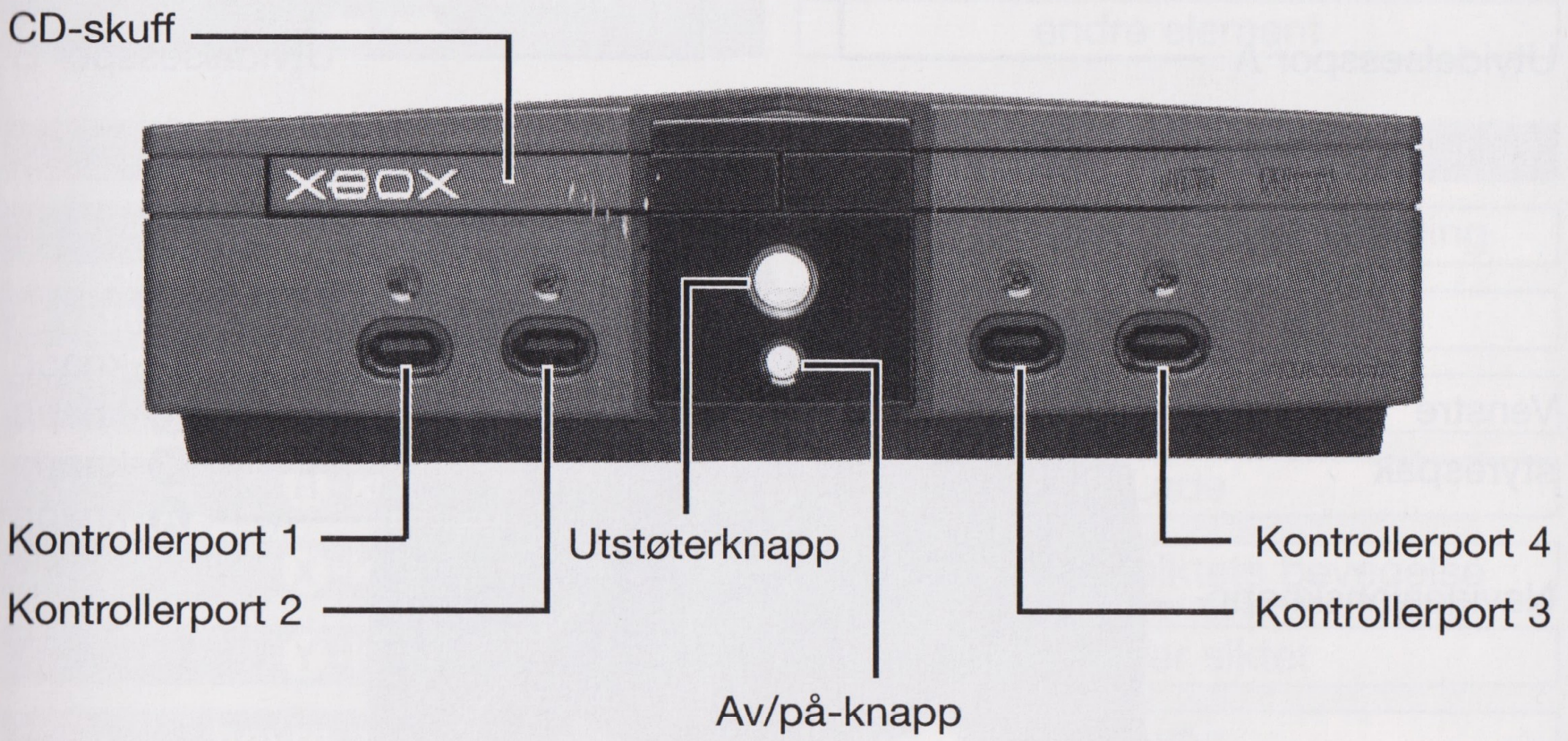
Unngå skade på TV-apparatet

Må ikke brukes med visse TV-apparater. Noen TV-apparater, spesielt modeller med projeksjon foran eller bak, kan ta skade av videospill, inkludert Xbox-spill. Statiske bilder i spillet kan "brenne seg fast" på skjermen, noe som medfører at en skygge av det statiske bildet vises på skjermen hele tiden, selv når du ikke spiller. Det samme kan skje når du stopper et videospill midlertidig eller setter det på pause. Slå opp i brukerhåndboken for TV-apparatet for å finne ut om du kan spille videospill på ditt TV-apparat. Hvis du ikke finner denne informasjonen i brukerhåndboken, kontakter du forhandleren eller produsenten av TV-apparatet for å få vite om du kan spille videospill på ditt TV-apparat.

Uautorisert kopiering, dekompilering, overføring, offentlig bruk, leie, betaling for å spille eller omgåelse av kopibeskyttelsen er strengt forbudt.

HVORDAN MICROSOFT XBOX-SPILLKONSOLLEN BRUKES

1. Installer Xbox™-spillkonsollen ved å følge fremgangsmåten i instruksjonshåndboken for Xbox.
2. Trykk på av/på-knappen. Statusindikatoren vil begynne å lyse.
3. Trykk på utstøterknappen for å åpne CD-skuffen.
4. Plasser The House of the Dead™ III-CDen på CD-skuffen med etiketten vendt opp, og lukk CD-skuffen.
5. Følg instruksjonene på skjermen og slå opp i denne håndboken for mer informasjon om hvordan du spiller The House of the Dead™ III.

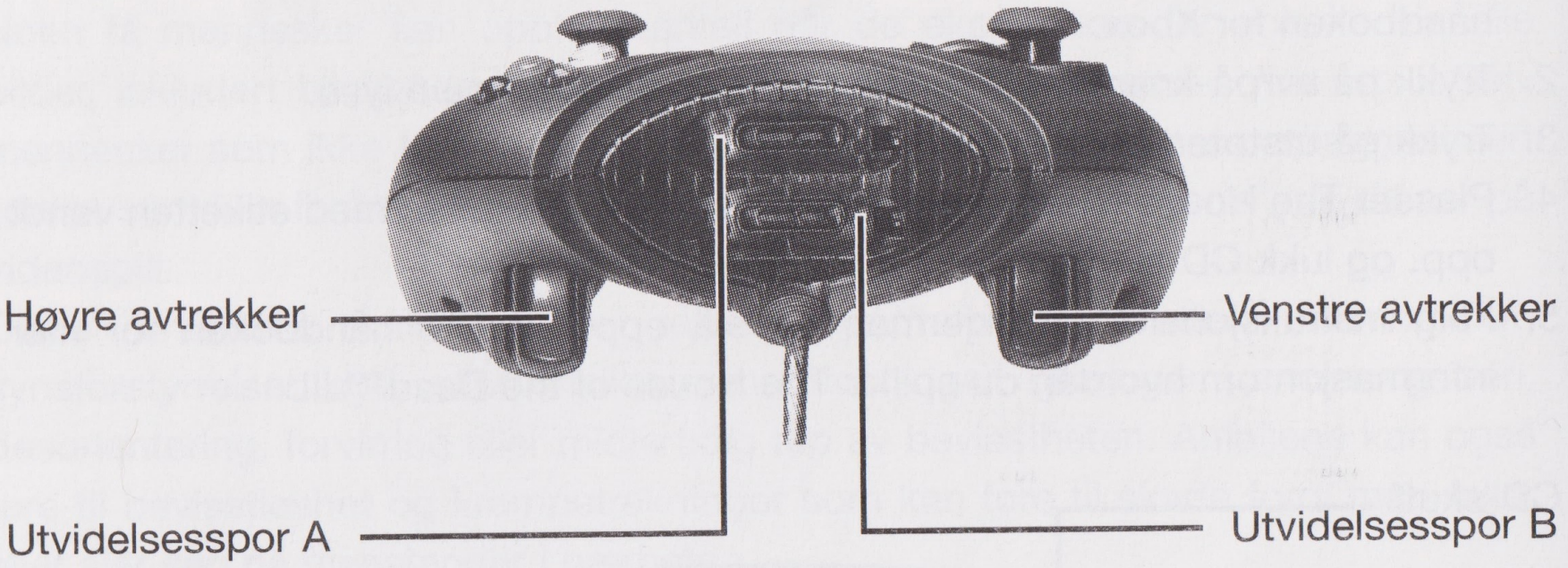


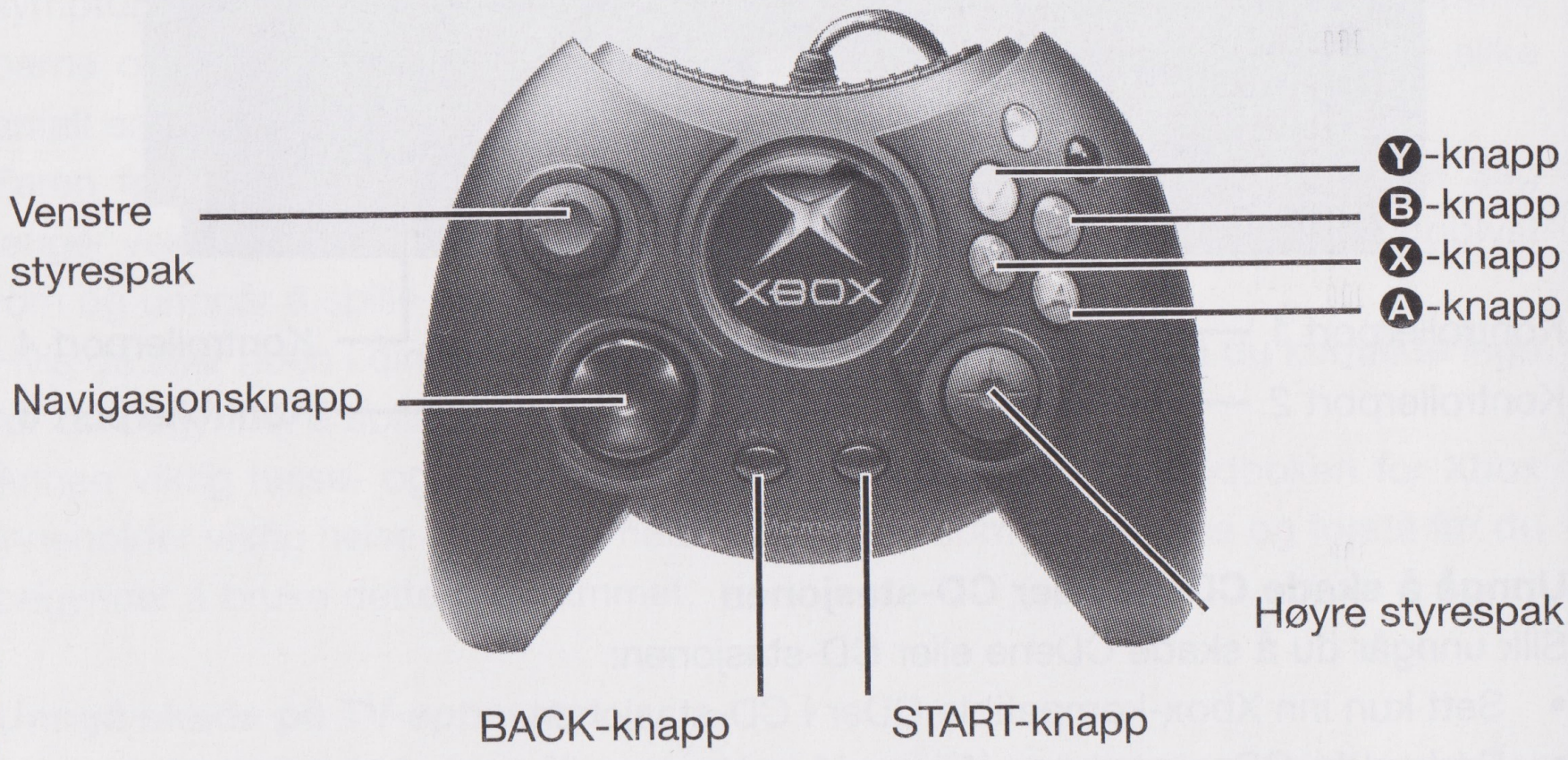
Unngå å skade CDene eller CD-stasjonen

Slik unngår du å skade CDene eller CD-stasjonen:

- Sett kun inn Xbox-kompatible CDer i CD-stasjonen.
- Bruk aldri CDer med rare former, for eksempel stjerne- eller hjerteformede CDer.
- Ikke la en CD ligge i Xbox-konsollen i lengre tid når den ikke er i bruk.
- Ikke flytt Xbox-konsollen når strømmen er slått på og det ligger en CD i den.
- Ikke fest etiketter, klistremerker eller andre fremmedlegemer på CDene.

HVORDAN XBOX-KONTROLLEREN BRUKES





1. Sett inn Xbox-kontrolleren i en av kontrollerportene på forsiden av Xbox-konsollen. Hvis dere er flere spillere, setter du inn de andre kontrollerne i de tilgjengelige kontrollerportene.
2. Sett inn eventuelle utvidelsesenheter (for eksempel minnemoduler for Xbox) i kontrollerens utvidelsesspor.
3. Følg instruksjonene på skjermen og slå opp i denne håndboken for mer informasjon om hvordan du bruker Xbox-kontrolleren til å spille The House of the Dead™ III.

GRUNNLEGGENDE KONTROLLER

"The House of the Dead™ III" er et spill for 1-2 spillere.

Meny/Alternativer Skjerm	
navigasjonsknapp / venstre styrespak	Flytt siktet
Ⓐ-knapp / START -knapp	Velg
Ⓑ-knapp / BACK -knapp	Avbryt / Gå tilbake til forrige skjerm
⬆/⬇	Velg element
⬅/➡	endre element

Mens du spiller	
START -knapp	Start / Pause / Avbryt handling
navigasjonsknapp / venstre styrespak	Flytt markøren
Ⓐ-knapp	Skyt
Ⓑ-knapp	Lade
Ⓧ-knapp	Øk farten på siktets bevegelse
Ⓨ-knapp	Sentrer siktet
høyre avtrekker	Avfyr
venstre avtrekker	Lade

* Vennligst ikke beveg høyre og venstre styrespak eller ventre og høyre avtrekker når du skrur på Xbox-konsollen. Kalibrering av plassering kan ikke utføres riktig og kan føre til at det ikke fungerer riktig.

KONTROLLER LIGHT GUN (LYSPISTOL)

The House of the Dead™ III er også kompatibel med en a Beretta Light Gun (Blaster, selges separat fra Thrustmaster).

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KONTROLLER LIGHT GUN (LYSPISTOL)

Meny/Alternativer Skjerm

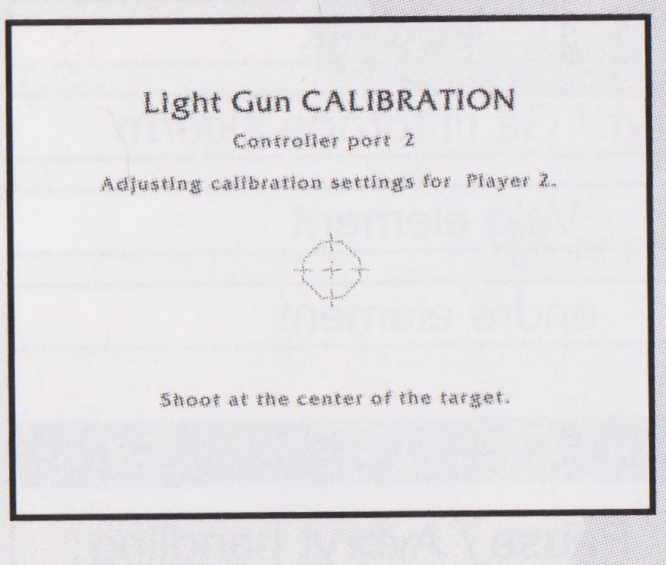
navigasjonsknapp	Flytt markøren
avtrekker / START -knapp / Ⓐ-knapp	Velg
Ⓑ-knapp / BACK -knapp	Avbryt / Gå til forrige skjerm
⬆/⬇	Velg element
⬅/➡	endre element

Mens du spiller

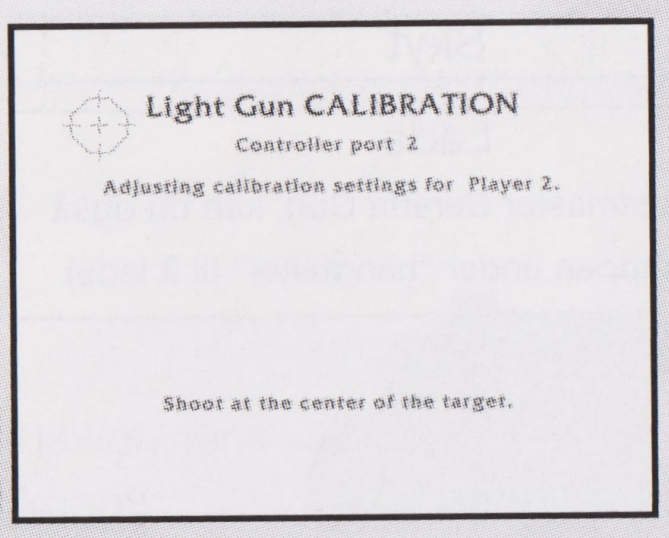
START -knapp	Start / Pause / Avbryt handling
avtrekker	Skyt
Ⓑ-knapp	Lade (med Thrustmaster Beretta Gun, kan du også bruke knappen under "håndtaket" til å lade)

KALIBRERING AV LYSPISTOL

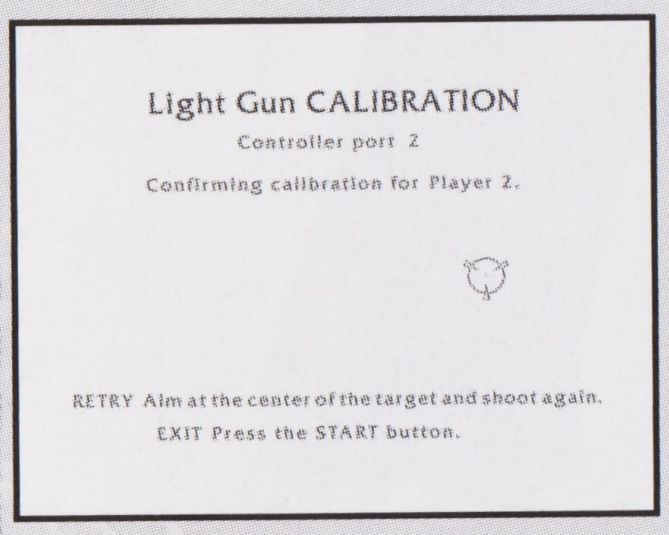
Første gang du kobler Lyspistolen til en spesiell kontrollerport må du trykke START-knappen på Lyspistolen mens tittelskjermen vises for å aktivere Light Gun Calibration Screen (kalibrering av lyspistol). Du kan også komme til denne skjermen fra Light Gun Settings Menu (meny for innstillinger av lyspistol) i Options-menyen (alternativer)..



1. Pek Lyspistol på TV-skjermen. Et mål vil vises på midten av skjermen. Pek og skyt på det.



2. Etter dette komme et mål på øvre venstre hjørne av skjermen. Pek og skyt på det.

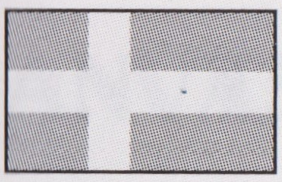

Light Gun CALIBRATION
Controller port 2
Confirming calibration for Player 2.
RETRY Aim at the center of the target and shoot again.
EXIT Press the START button.

3. Når du peker Lyspistolen på skjermen vil du se at et pistolsikte viser seg, og følger det punktet du peker på med Light Gun. Trykk START-knappen for å bekrefte. Hvis du ikke bekrefter må du sikte på skjermen og gjenta trinnene ovenfor..

* Hvis du har mulighet bør du skyte i rett vinkel mot skjermen i stedet for diagonalt.
* Du må kalibrere på kort avstand. Hvis du forsøker å kalibrere på lenger avstand kan det hende spillet ikke fungerer riktig.

Fullstendige kontroller

Du finner en mer komplett oversikt over kontroller og informasjon om spillet i denne brukerhåndboken..



SÄKERHETSINFORMATION

En mycket liten andel av befolkningen kan drabbas av epilepsi-liknande anfall, som kan utlösas av vissa visuella bilder, inklusive blinkande ljus eller mönster som kan finnas i videospel. Även människor som aldrig tidigare har drabbats av liknande anfall eller epilepsi kan lida av en icke diagnostiserad åkomma, som kan utlösa dessa "ljuskänslighetsanfall" medan de tittar på ett videospel.

Dessa anfall kan uppvisa olika symptom, inklusive yrsel, synstörningar, ryckningar i ögon eller ansikte, kramprycknin gar eller -skakningar i armar eller ben, förvirring, oklarhet, eller tillfällig medvetandeförlust. Anfallen kan även orsaka medvetslöshet eller krampanfall, som kan leda till personskador vid fall eller hopstötning med föremål i närheten.

Sluta omedelbart att spela videospel och konsultera läkare om du upplever något av ovan nämnda symptom. Föräldrar ska hålla uppsikt över eller fråga sina barn om de upplevt något av ovan nämnda symptom—det är vanligare att barn och ungdomar drabbas av dessa anfall än vuxna.

Risken att drabbas av epileptiska anfall som orsakas av ljuskänslighet kan minskas genom att sitta längre från TV-skärmen, använda en mindre TV-skärm, spela i ett väl upplyst rum och att aldrig spela om du är sömnig eller trött.

Rådgör med läkare innan du börjar spela, om du eller någon släkting tidigare haft anfall eller lider av epilepsi.

Övrig viktig hälso- och säkerhetsinformation I Xbox instruktionsboken finns viktig hälso- och säkerhetsinformation, som du bör läsa igenom och förstå innan du använder denna programvara.

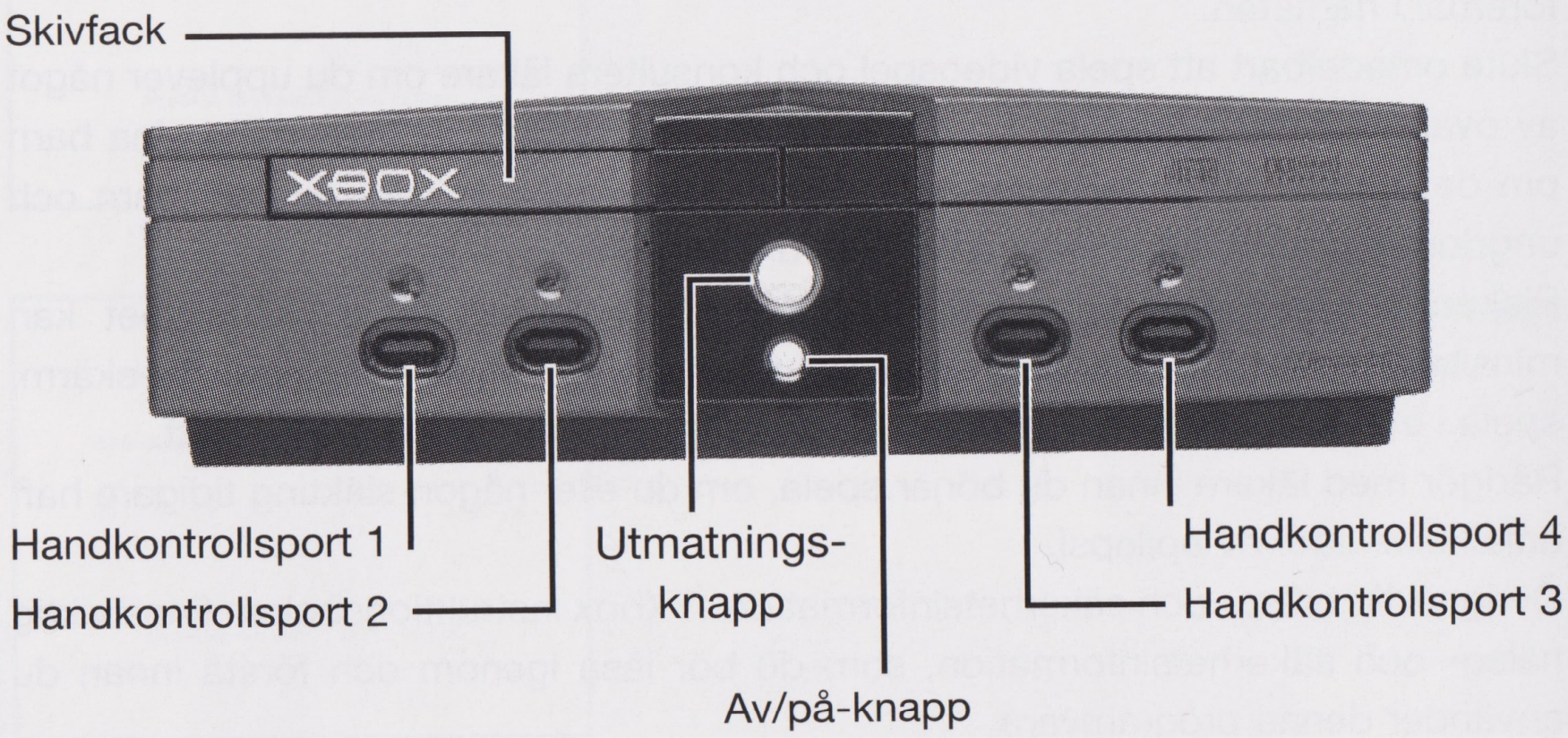
Undvika skador på TV-apparaten

Använd inte spelet tillsammans med vissa TV-apparater. Vissa TV-apparater, särskilt sådana med främre eller bakre projection, kan skadas om videospel, inklusive Xbox-spel, spelas på dem. Statiska bilder, som visas under ett normalt spel, kan "bränna in" i skärmen och ge upphov till en permanent skugga av den statiska bilden som syns hela tiden, även när inget videospel spelas. Liknande skador kan uppstå från statiska bilder som skapas när du gör ett uppehåll eller en paus i spelet. För att avgöra om TV-apparaten utan risk kan användas för videospel hänvisas till TV-apparatens bruksanvisning. Om denna information saknas i bruksanvisningen, bör du kontakta TV-handlaren eller tillverkaren av apparaten för besked.

Obehörig kopiering, ändring av konstruktion, överföring, offentlig visning, uthyrning eller annan användning i kommersiellt syfte, eller att kringgå kopieringsskyddet, är strängt förbjudet.

ANVÄNDA XBOX-TV-SPELET

1. Installera Xbox™ TV-spel enligt anvisningarna i Xbox instruktionsboken.
2. Tryck på av/på-knappen. Statusindikatorn tänds.
3. Tryck på utmatningsknappen. Skivfacket öppnas.
4. Placera The House of the Dead™ III -skivan på skivfacket med etiketten uppåt och stäng skivfacket.
5. Följ anvisningarna på skärmen. I instruktionsboken finns ytterligare information om hur du spelar The House of the Dead™ III.

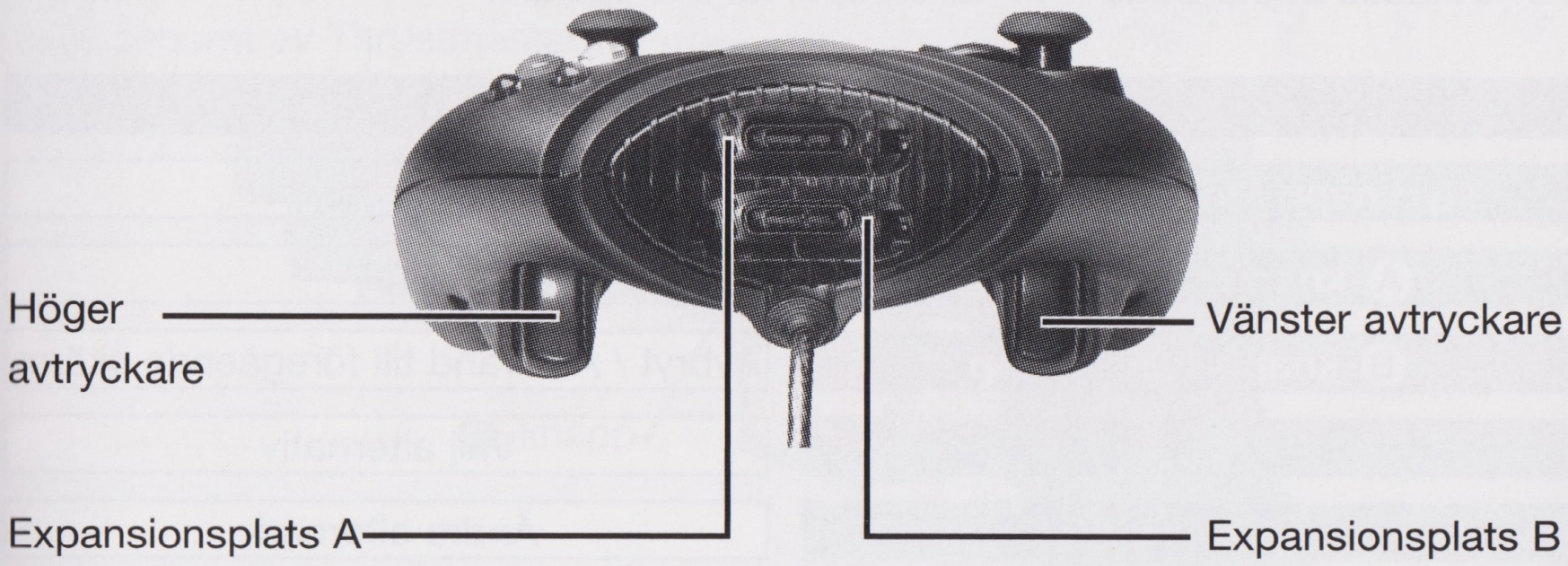


Undvika skador på skivorna eller CD-spelaren

Så här undviker du att skada skivorna eller CD-spelaren:

- Sätt endast i Xbox-kompatibla skivor i CD-spelaren.
- Använd aldrig skivor med udda form, t.ex. stjärn- eller hjärtformade skivor.
- Låt aldrig skivan ligga kvar i Xbox-konsolen under längre perioder när den inte används.
- Flytta inte Xbox-konsolen medan strömmen är på och du satt i en skiva.
- Fäst aldrig etiketter, dekaler eller andra främmande föremål på skivorna.

ANVÄNDA XBOX-HANDKONTROLLEN



1. Sätt i handkontrollen i valfri handkontrollsport framtill på Xbox-konsolen. För flera spelare: sätt i ytterligare handkontroller i tillgängliga handkontrollsportar.
2. Sätt eventuellt in utbyggnadskomponenter (t.ex. Xbox-minneskort) i lämpliga utbyggnadsöppningar på handkontrollen.
3. Följ anvisningarna på skärmen. I instruktionsboken finns ytterligare information om hur du använder handkontrollen för att spela The House of the Dead™ III.

BASKONTROLLER

"The House of the Dead™ III" är ett spel för 1-2 spelare.

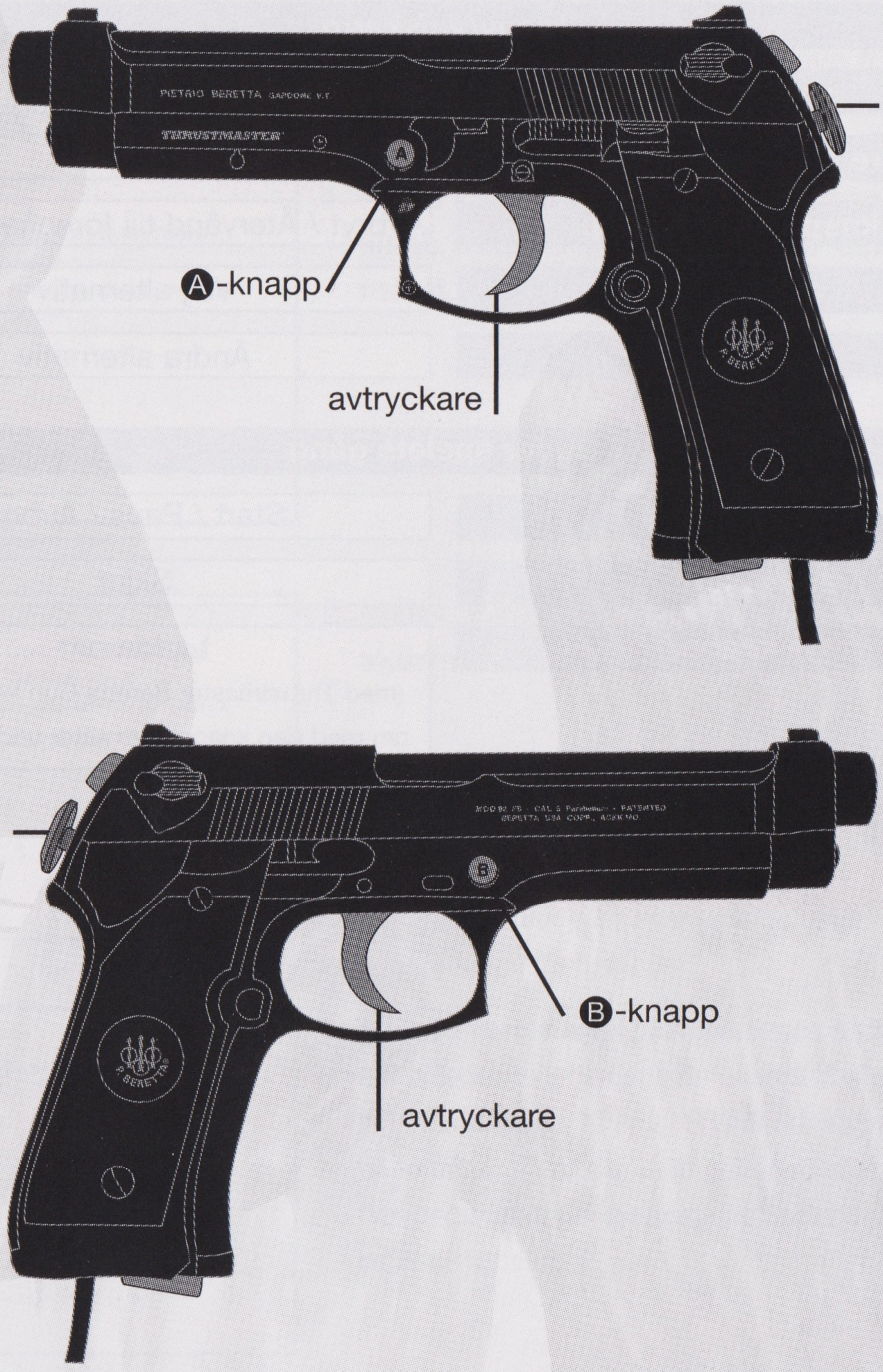
Meny/Valskärm	
styrknapp / vänster styrspak	Flytta markör
Ⓐ-knapp / START-knapp	Välj
Ⓑ-knapp / BACK-knapp	Avbryt / Återvänd till föregående skärm
↑/↓	Välj alternativ
←/→	Ändra alternativ

Under spelets gång	
START-knapp	Start / Paus / Avbryt
atyrknapp / vänster styrspak	Flytta siktkors
Ⓐ-knapp	Skjut
Ⓑ-knapp	Ladda om
Ⓧ-knapp	Öka hastigheten på siktkorsets förflyttning
Ⓨ-knapp	Centrera siktkorset
höger avtryckare	Skjut
vänster avtryckare	Ladda om

* När du aktiverar Xbox-konsolen ska du inte använda vänster eller höger styrspak samtidigt med vänster eller höger avtryckare. I ett sådant fall kan inte kalibreringen utföras på rätt sätt, vilket kan leda till problem under spelets gång.

LJUSPISTOLENS KONTROLLER

The House of the Dead™ III kan även användas med en Beretta Ljuspistol (Blaster säljs separat av Thrustmaster).



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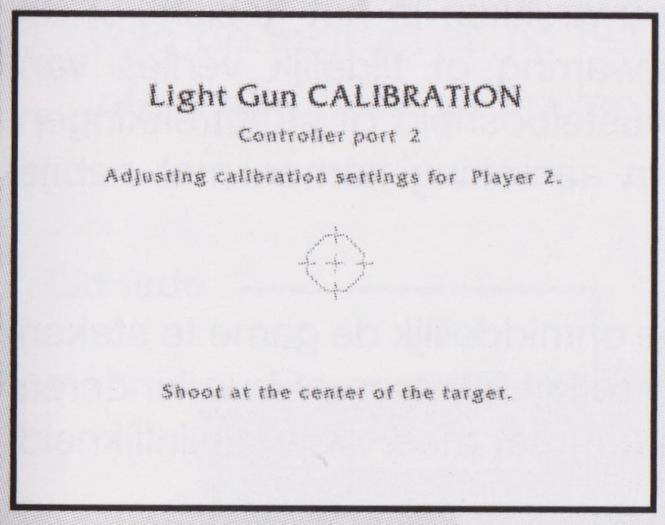
LJUSPISTOLENS KONTROLLER

Meny/Valskärm	
styrknapp	Flytta markör
avtryckare / START-knapp / A-knap	Välj
B-knapp / BACK-knapp	Avbryt / Återvänd till föregående skärm
↑/↓	Välj alternativ
←/→	Ändra alternativ

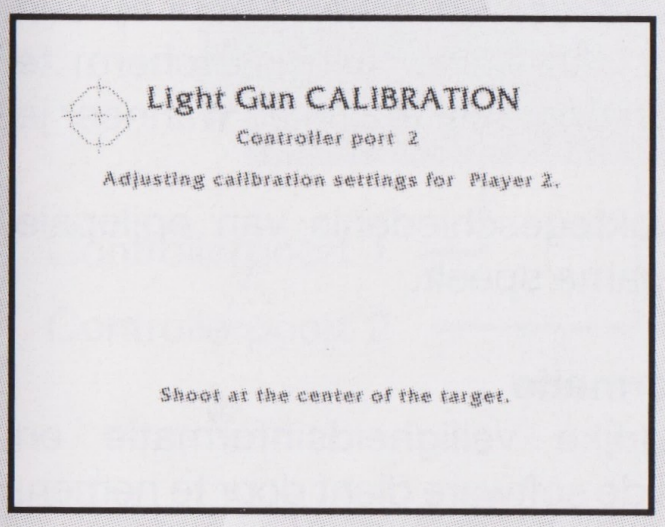
Under spelets gång	
START-knapp	Start / Paus / Avbryt
avtryckare	Skjut
B-knapp	Ladda om (med Thrustmaster Beretta Gun kan du ladda om med den knapp som sitter under "kolven")

KALIBRERING AV LJUSPISTOL

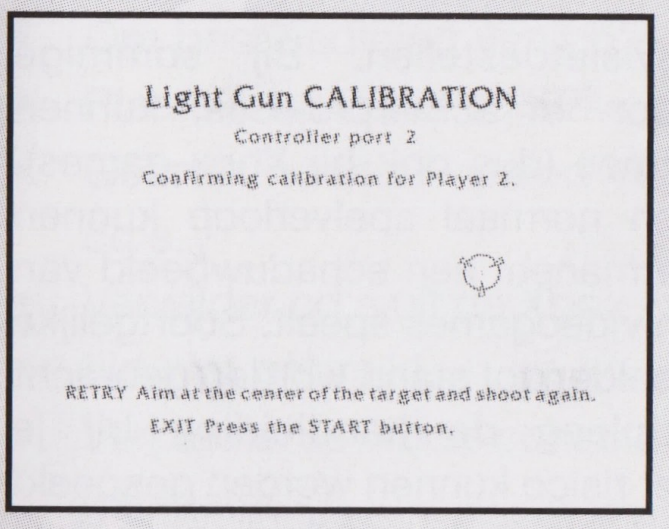
När du ansluter Ljuspistolen till en viss handkontrollsport för första gången och befinner dig på Titelskärmen kan du trycka på Ljuspistolens START-knapp för att gå till Light Gun Calibration Screen (Ljuspistolens kalibreringsskärm). Du når även den här skärmen från Light Gun Settings Menu (Inställningsmenyn för Ljuspistol) under Options (Alternativ).



1. Rikta Ljuspistolen mot TV-skärmen. Ett mål visas mitt på skärmen. Sikta och skjut mot målet.



2. Målet visas nu längst upp till vänster på skärmen. Sikta och skjut mot målet.


Light Gun CALIBRATION
Controller port 2
Confirming calibration for Player 2.
RETRY Aim at the center of the target and shoot again.
EXIT Press the START button.

3. När du riktar Ljuspistolen mot skärmen visas ett siktkors som följer Ljuspistolens rörelser på skärmen. Tryck START-knappen för att bekräfta. Om du inte vill bekräfta upprepar du proceduren genom att sikta på skärmen och skjuta.

* Det är bättre att stå rakt framför TV-skärmen än diagonalt när man skjuter.
* Gör dina inställningar nära TV-skärmen. Inställning av Ljuspistol på långt avstånd kan resultera i problem under spelets gång.

Kompletta kontroller

Du hittar en mer komplett lista med spelkontroller och information i den här instruktionsboken.

VEILIGHEIDSINFORMATIE

Lichtgevoelige aanvallen
Bij een zeer klein percentage personen kan een aanval optreden wanneer zij worden blootgesteld aan bepaalde visuele beelden, waaronder lichtflitsen of bepaalde patronen die in videogames kunnen voorkomen. Ook bij mensen die geen ziektegeschiedenis hebben van dergelijke aandoeningen of epilepsie kan een lichte aandoening optreden waardoor zij "lichtgevoelige epileptische aanvallen" ervaren bij het bekijken van videogames.
Deze aanvallen kunnen gepaard gaan met verschillende symptomen, waaronder lichthoofdigheid, verminderend gezichtsvermogen, zenuwtrekken in het gezicht of de ogen, trillen van armen of benen, desoriëntatie, verwarring of tijdelijk verlies van bewustzijn. Deze aanvallen kunnen ook leiden tot bewusteloosheid of stuiptrekkingen waarvan verwondingen als gevolg van vallen of het in aanraking komen met nabije objecten het gevolg kunnen zijn.

Wanneer je een van deze symptomen ondervindt, dien je onmiddellijk de game te staken en een arts te raadplegen. Ouders moeten letten op deze symptomen of hun kinderen ernaar vragen—het ondervinden van deze aanvallen treedt met meer waarschijnlijkheid op bij kinderen en tieners dan bij volwassenen.

Het risico van lichtgevoelige epileptische aanvallen kan worden verminderd door op een grotere afstand van het televisiescherm te zitten, door een kleiner televisiescherm te gebruiken, door in een goed verlichte kamer te spelen en door niet te spelen wanneer je slaperig of moe bent.
Wanneer bij jezelf of een van je familieleden een ziektegeschiedenis van epilepsie bestaat, dien je een arts te raadplegen voordat je een game speelt.

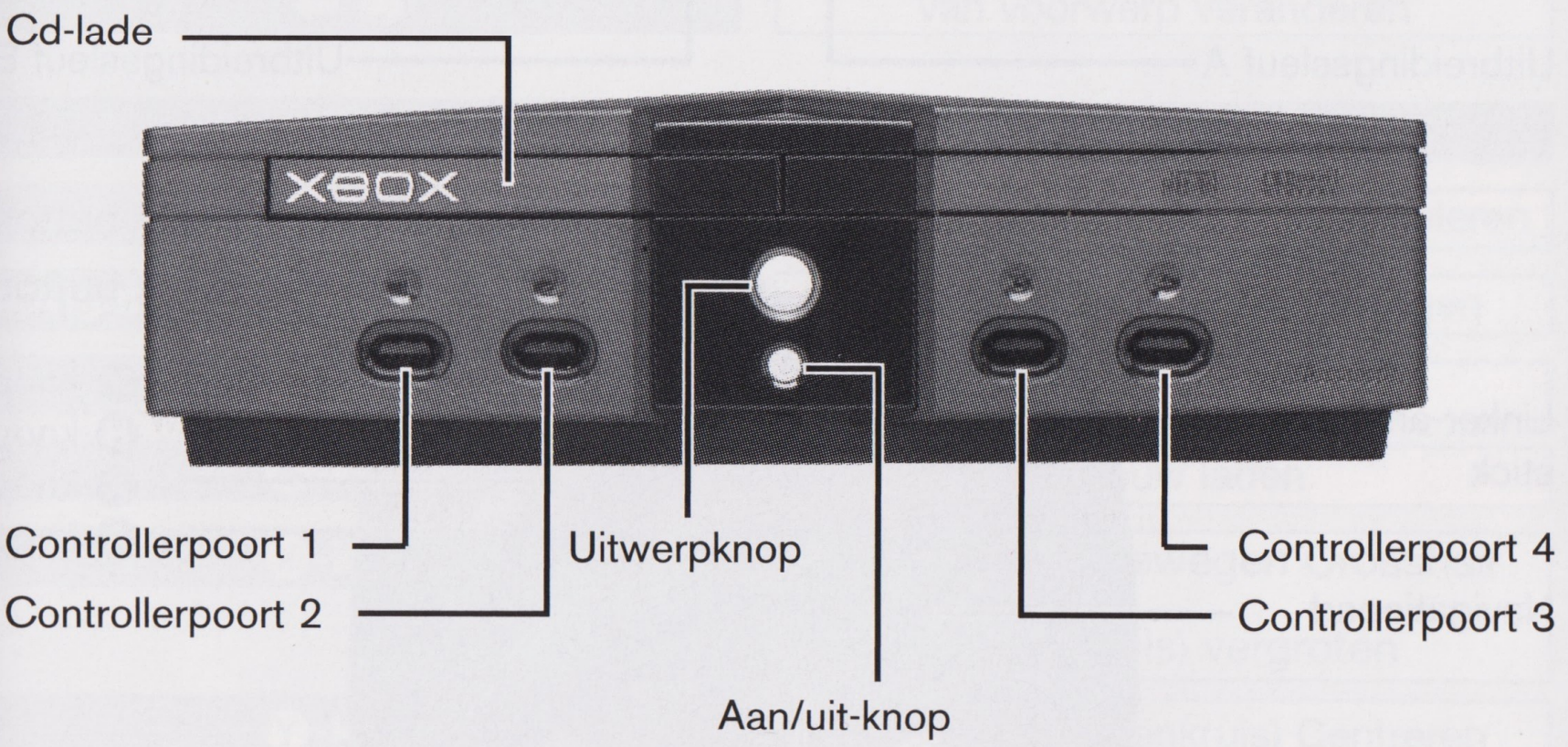
Overige belangrijke gezondheids- en veiligheidsinformatie
In de Xbox Instructiehandleiding vind je belangrijke veiligheidsinformatie en gezondheidswaarschuwingen die je voor het gebruik van de software dient door te nemen.

Voorkom beschadigingen aan je televisietoestel
Gebruik dit product niet met bepaalde televisietoestellen. Bij sommige televisietoestellen, met name bij toestellen met voor- of achterprojectie, kunnen beschadigingen optreden bij het spelen van videogames (dus ook bij Xbox-games). Statische beelden die worden afgebeeld tijdens een normaal spelverloop kunnen worden "ingebrand" in het scherm. Hierdoor wordt permanent een schaduwbeeld van het statische beeld weergegeven, ook wanneer je geen videogames speelt. Soortgelijke beschadigingen kunnen optreden wanneer statische beelden tot stand worden gebracht terwijl een videogame wordt gepauzeerd. Raadpleeg de handleiding bij je televisietoestel om vast te stellen of videogames zonder risico kunnen worden gespeeld op jouw toestel. Neem, als je deze informatie niet kunt vinden in de handleiding, contact op met je televisieleverancier of –fabrikant om vast te stellen of videogames zonder risico kunnen worden gespeeld op jouw toestel.

Kopiëren zonder toestemming, reverse engineering, verzending, openbare voorstelling, verhuur, spelen tegen betaling en het ontwijken van kopieerbescherming zijn streng verboden.

GEBRUIK VAN HET XBOX™ VIDEOGAMESYSTEEM VAN MICROSOFT

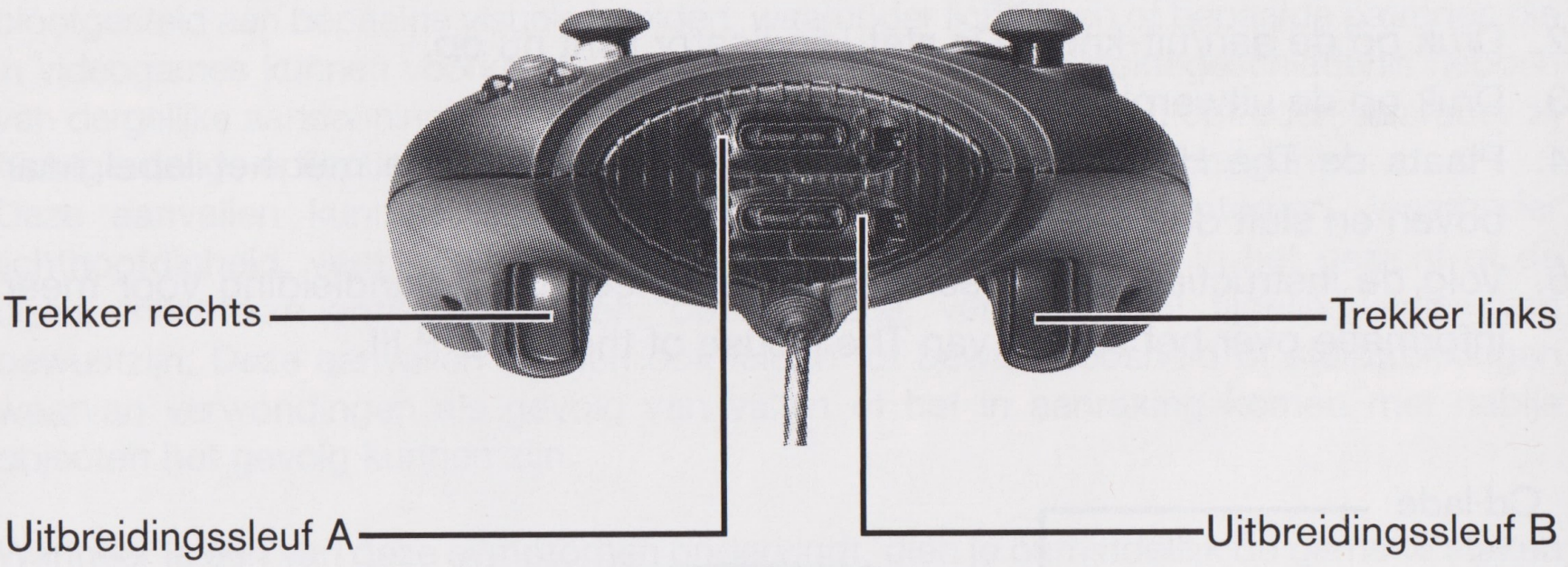
1. Installeer je Xbox™ Videogamesysteem aan de hand van de instructies in de Xbox-instructiehandleiding.
2. Druk op de aan/uit-knop. De statusindicator licht nu op.
3. Druk op de uitwerpknop. De cd-lade gaat nu open.
4. Plaats de The House of the Dead™ III cd in de cd-lade met het label naar boven en sluit de cd-lade.
5. Volg de instructies op het scherm en raadpleeg deze handleiding voor meer informatie over het spelen van The House of the Dead™ III.

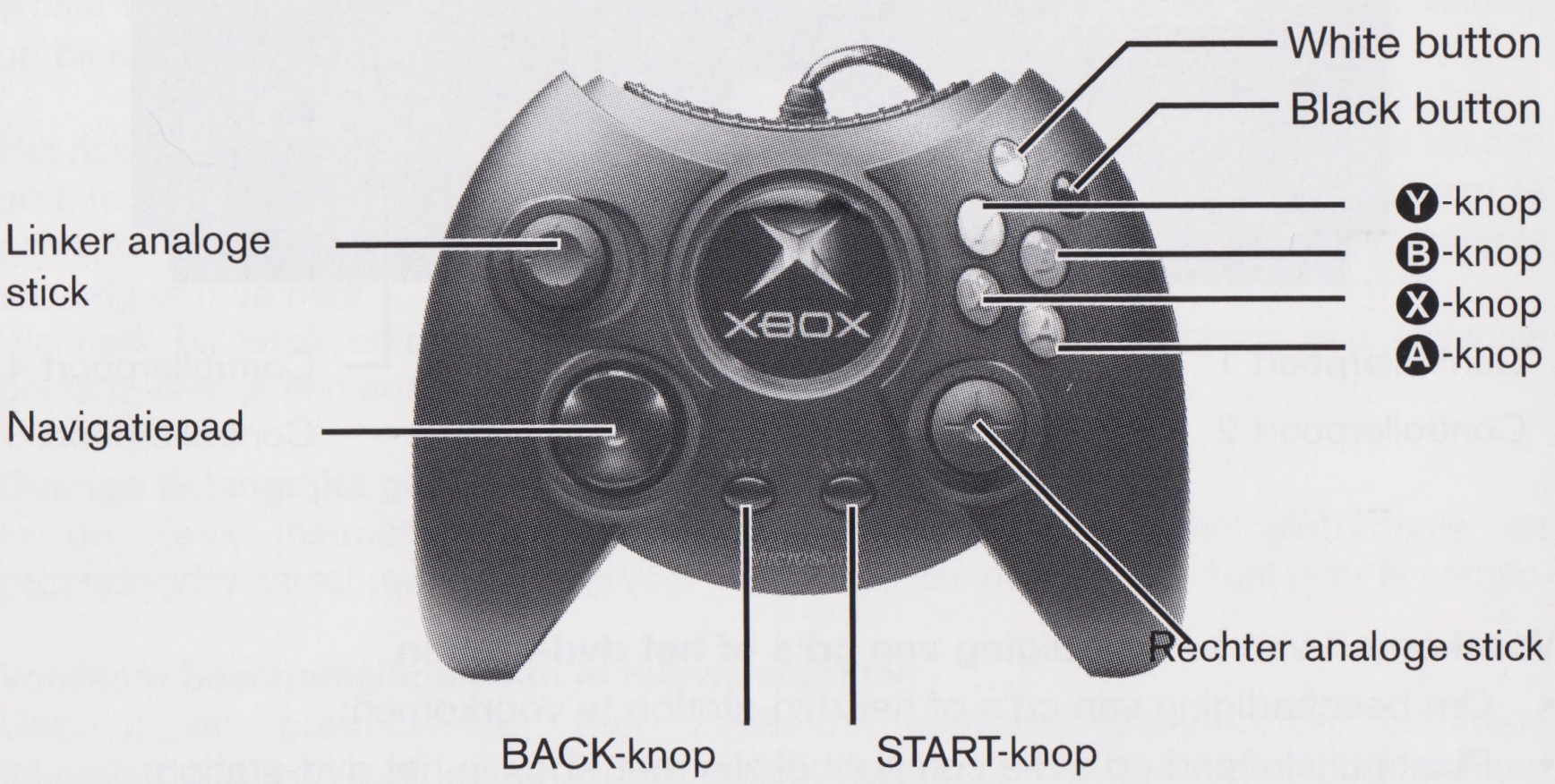


Voorkomen van beschadiging van cd's of het dvd-station

- Om beschadiging van cd's of het dvd-station te voorkomen:
- Plaats uitsluitend cd's die compatibel zijn met Xbox in het dvd-station.
- Gebruik nooit afwijkend vormgegeven cd's, zoals stervormige of hartvormige cd's.
- Verwijder cd's uit de Xbox-console wanneer je het apparaat gedurende langere tijd niet gebruikt.
- Verplaats de Xbox-console niet als het apparaat aan staat en er een cd in is geplaatst.
- Breng geen labels, stickers of andere zaken aan op cd's.

GEBRUIK VAN DE XBOX-CONTROLLER





1. Sluit de Xbox-controller aan op een van de controllerpoorten aan de voorzijde van de Xbox-console. Sluit bij meerdere spelers extra controllers aan op een van de overige controllerpoorten.
2. Plaats eventuele uitbreidingsapparatuur (bijvoorbeeld Xbox-geheugen-modules) in de uitbreidingssleuven voor de controller.
3. Volg de instructies op het scherm en raadpleeg deze handleiding voor meer informatie over het gebruik van de Xbox-controller bij het spelen van The House of the Dead™ III.

BASISBESTURINGEN

'The House of the Dead™ III' is een spel voor 1 of 2 spelers.

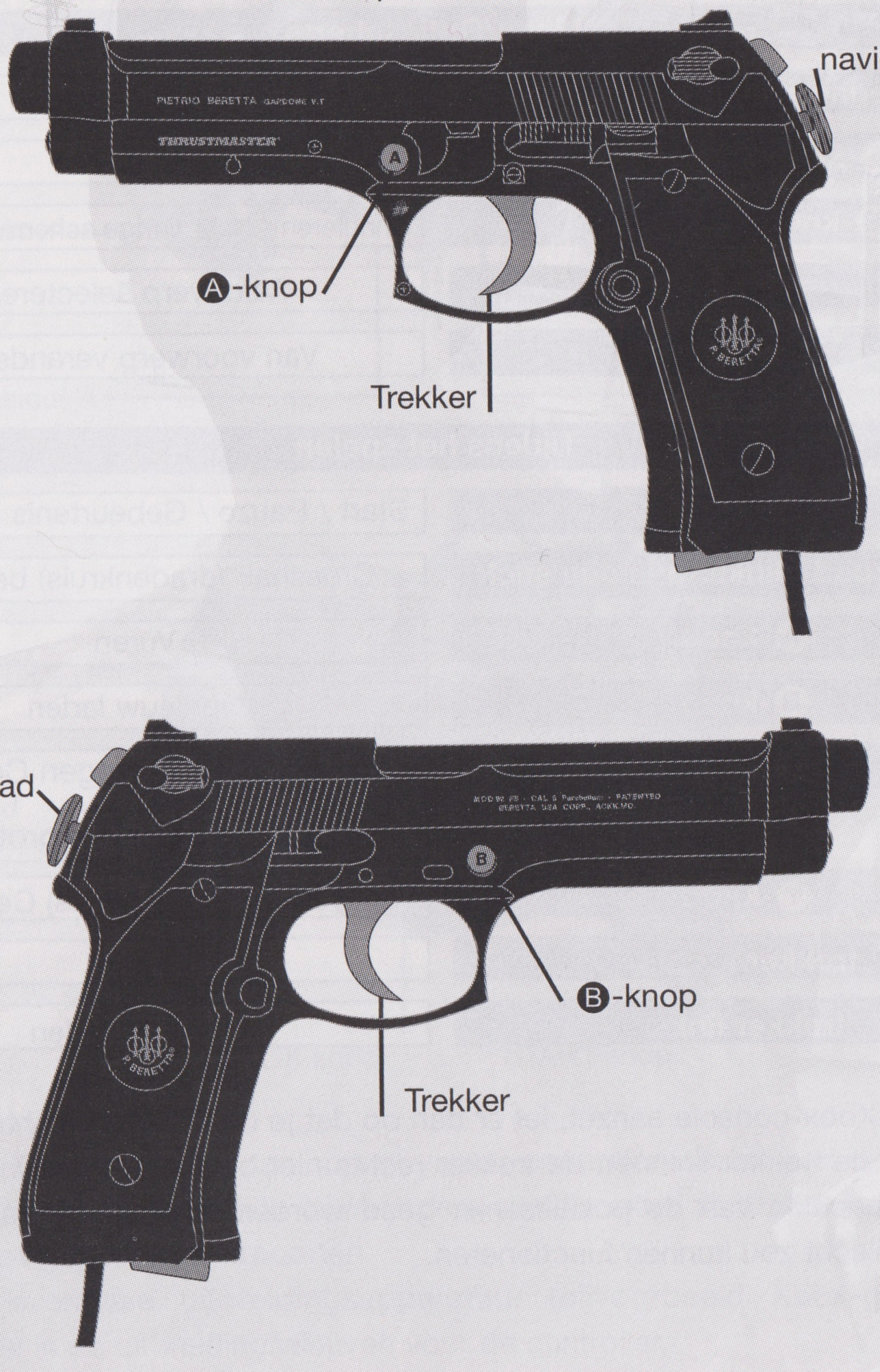
Menu/Optiescherm	
navigatiepad / linker analoge stick	Cursor bewegen
Ⓐ-knop / START -knop	Selecteren
Ⓑ-knop / BACK -knop	Annuleren / Naar vorige scherm terugkeren
⬆/⬇	Voorwerp selecteren
⬅/➡	Van voorwerp veranderen

Tijdens het spelen	
START -knop	Start / Pauze / Gebeurtenis annuleren
navigatiepad / linker analoge stick	Crosshair (dradenkruis) bewegen
Ⓐ-knop	Vuren
Ⓑ-knop	Opnieuw laden
Ⓧ-knop	Snelheid van bewegen Crosshair (dradenkruis) vergroten
Ⓨ-knop	Crosshair (dradenkruis) Centreren
trekker rechts	Vuren
trekker links	Opnieuw laden

* Als je de Xbox-console aanzet, let er dan op dat je de linker en rechter analoge sticks en de trekker links en de trekker rechts niet beweegt. Want in dat geval kan het bepalen van de posities niet goed worden uitgevoerd, waardoor de console slecht zou kunnen functioneren.

BESTURINGEN LIGHTGUN

The House of the Dead™ III is ook compatibel met een Beretta Lightgun (een revolver die naast de Thrustmaster apart wordt verkocht).



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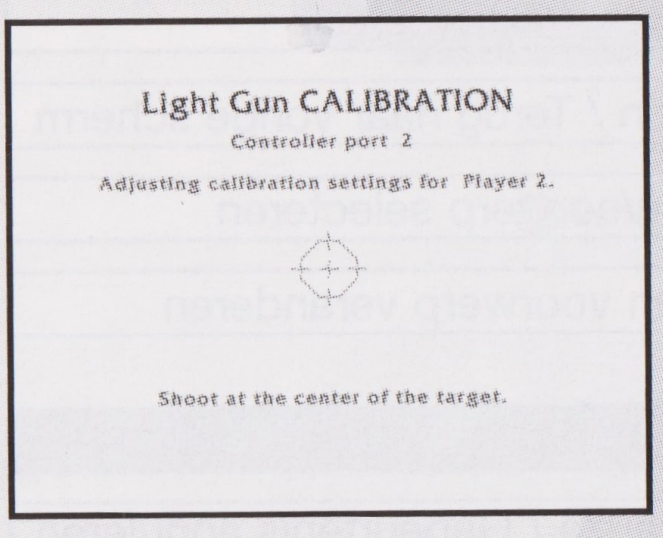
BESTURINGEN LIGHTGUN

Menuscherm/Optiescherm	
navigatiepad	cursor bewegen
Trekker / START-knop / A-knop	Selecteren
B-knop / BACK-knop	Annuleren / Terug naar vorige scherm
↑/↓	Voorwerp selecteren
←/→	Van voorwerp veranderen

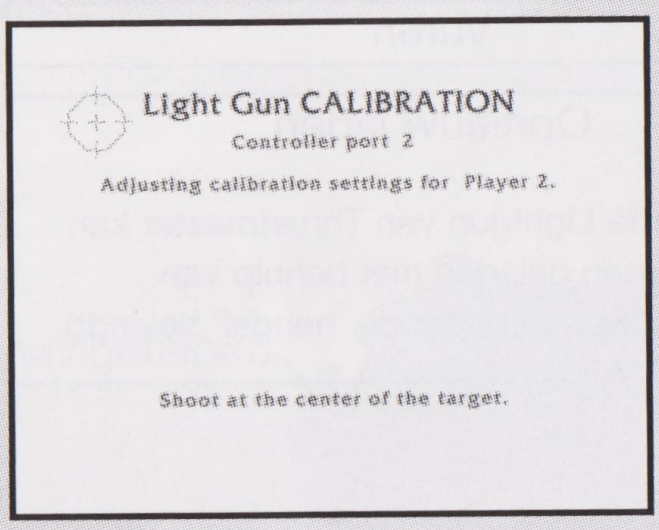
Tijdens het spelen	
START-knop	Start / Pauze / Gebeurtenis annuleren
Trekker	Vuren
B-knop	Opnieuw laden (De Beretta Lightgun van Thrustmaster kan worden geladen met behulp van de knop die zich onder de 'hendel' bevindt)

HET AFSTELLEN VAN DE LIGHTGUN

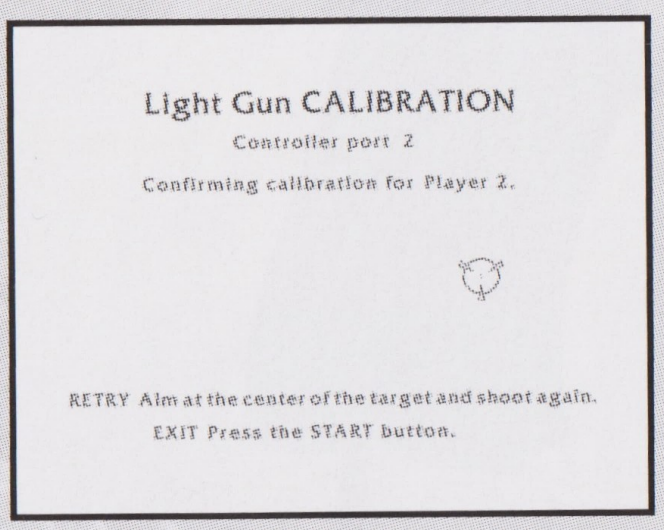
Als je de Lightgun voor de eerste keer op een controllerpoort aansluit, dien je, als het Titelscherm verschijnt, op de START-knop van de Lightgun te drukken, om zo het scherm voor het afstellen van de lightgun binnen te gaan. Tot dit scherm krijg je ook toegang vanaf het Settings Menu (menu instellingen) van de Lightgun dat je onder de Options (opties) aantreft.



1. Richt de Lightgun op de beeldbuis van je TV. In het midden van de beeldbuis wordt nu een doelwit weergegeven. Richt met de Lightgun en schiet op het doel.



2. Vervolgens wordt het doelwit in de linkerbovenhoek van de beeldbuis weergegeven. Richt met de Lightgun en schiet op het doel.


Light Gun CALIBRATION
Controller port 2
Confirming calibration for Player 2.
RETRY Aim at the center of the target and shoot again.
EXIT Press the START button.

3. Als je met de Lightgun op de beeldbuis richt, verschijnt het vizier dat naar de plaats op de beeldbuis beweegt waarop de Lightgun is gericht. Druk op de START-knop om te bevestigen. Als je niet bevestigt, richt dan op de beeldbuis en schiet opnieuw om de stappen te herhalen.

* Indien mogelijk, kun je beter recht op de beeldbuis schieten dan vanuit een diagonale richting.
* Als je de Lightgun afstelt, doe dit dan vlak bij de beeldbuis. Het van grote afstand afstellen van de Lightgun kan tot problemen bij het functioneren leiden.

Volledige Lijst Besturingen

Een volledige lijst met besturingen en meer informatie over het spel kun je in de handleiding vinden.

NOTES

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